Four-Color to Fantasy

Revised Edition

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Miscellaneous Information

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Introduction

Super-powered characters have existed throughout all of history, and are best known today from the modern myths being told in comics. However, the concept of people with powers beyond those of normal mortals covers a vast array of genres and stories, from golden-age comic heroes to Masters of the Universe, from Buffy to Teenage Mutant Ninja Turtles. As opposed to standard heroes of action/adventure fiction, superheroes are often elevated above normal people, both in their duties and in the dynamism of their morality. Supers rise to the challenges that confront them, and become icons by which people can define their own personal heroism. All cultures believe in and hope for heroes who have the power and inner strength to protect the weak, defend the innocent, and defeat threats that normal men can only mutely bear witness to. Rarely do these near-mythic characters realize the importance of their actions; rather, many feel somehow compelled to confront the injustices of the world.

The mantle of a superhero is a heavy one to bear, but the task is made easier by the incredible powers many supers possess. The goal of this book is to give role-players the opportunity to create and play as superheroic characters, following the noble trails blazed by their favorite heroes from both myth and modern media. Whether you want to play a veritable god with powers beyond the imagination of man, a teenager with a few minor gifts, or talented and devoted everyman who perfects his body and mind to take on the injustices he cannot bear to watch, this book will provide you with the means.

Powers beyond mortal ken are within your grasp. It is up to you to decide how you shall use them.

Your d20 System Game

This book was written assuming use of a d20 System ruleset, and is not a full game unto itself. Four-Color to Fantasy is an add-on to your d20 system game in the same way that you might find a book of seafaring rules or of new magic systems. You will need a d20 system game to properly make use of these rules.

There are two primary game systems you will most likely be using if you are playing d20. The first game is geared more toward action adventure in the modern day, and since its name is unavailable for us to use, we will refer to this type of game as Modern d20. The second game is geared toward high fantasy in worlds with dragons and dungeons, and its name is also unavailable, so we will refer to games that use those rules as Fantasy d20. Though the two systems-Modern and Fantasy-are very similar, they focus on slightly different types of adventures, and thus certain super powers may be more valuable in one system than in the other. Since most super-heroic stories are set in the modern day, the primary focus of Four-Color to Fantasy is to make the super powers playable in Modern d20, but when a power should function differently in Fantasy d20, alternate rules will be provided.

Of course, you may want to use the rules of Fantasy d20 for a modern game, or vice versa. The Four-Color to Fantasy rules fit perfectly with either of these d20 System rules, so in addition to normal modern day superheroic adventures, you can easily play a medieval-style game with divine blessings, a futuristic space opera with super-technology, or a pulp 1930s horror story with powers gained as investigators slowly lose grip on reality.

If you don't have the rulebook for Modern d20, you can use the rules from Fantasy d20 with little difference. The DMG contains rules for varying your campaign style to fit different time periods, including stats for handguns, grenades, futuristic ray-guns and so on. In some ways, this can actually be beneficial, because many super-heroes use weapons common to fantasy settings, and many of the staple monsters of a fantasy bestiary would make perfect foes for super-powered heroes. We even include a revision of the Modern d20 class the Smart Hero (here called the Specialist), which can be used to represent any sort of hero who relies on thinking instead of fighting, sneaking, or using super powers. With just the Fighter, Rogue, Specialist, and the Hero class, you can easily create heroic characters for the modern day, without needing anything beyond the Fantasy d20 core rules and this book.

Regardless of what ruleset you prefer to use, as long as it uses the d20 system rules as its basis, you should be easily able to add the rules from Four-Color to Fantasy.

Key Terms

There are a few new terms introduced in this book:

Allies & Enemies: Different categories of people are designated as Allies or Enemies. These designations can change over the course of the game. The designations interact with your Reputation to influence how people react to you.

Base Rank: The minimum number of ranks you must have of a particular super power for it to have any effect. If you have more than the base number of ranks in a super power, you can gain various enhancements to the power.

Gadget: An object or device that grants a super power. Not all gadgets are technological; some are magical, like a magic tiara that transforms you into a magical girl, or perhaps psychological, like Dumbo's feather.

Hero: When capitalized, this refers to the Hero class, which grants the Hero Points that are necessary to acquire super powers. Evil Heroes are often called Villains. When in lowercase, this is the standard usage of the word.

Hero Point (HrP): A pool of points with which you may purchase super powers and other abilities. Every time you increase your level in the Hero class you get more Hero Points to spend. You typically gain HrPs by advancing levels in the Hero class, but other sources can provide HrPs. On any single super power, the most HrPs you can spend is equal to your total character level +3.

Heroic Template: A template of super powers, using the rules of the Hero class. Heroic Templates provide a fast and simple way to create super-powered characters. You might want to make a few heroic templates for your game, as quick NPCs to use at a moment's notice, or to pin down a specific and common set of powers, or to help players make characters quickly.

Rank: The raw strength of a super power. Super powers have ranks much the same way skills do, and akin to skills, ranks in super powers can be purchased at the cost of one Hero Point. Remember that you can spend no more than your level +3 HrPs on any single power.

Reputation: A numerical score measuring your fame or infamy. Your Reputation influences the way people react to you, and your chances of avoiding scrutiny for your actions.

Restriction: A drawback to a super power that reduces its Hero Point cost. Remember that you can spend no more than your level +3 HrPs on any single power.

Super Feat: A feat which lets you master some special usage of a super power. Super feats have at least some super power as a prerequisite.

Super Power: A superhuman ability possessed by a Hero. You acquire super

powers with Hero Points. Remember that you can spend no more than your level +3 HrPs on any single power. The source of super powers are for you to determine, based on your setting.

A Note on Super Powers

Throughout this book you will see abilities with the descriptor (Pw). Just as some abilities are Exceptional (Ex), Spell-like (Sp), or Supernatural (Su), most of the abilities described in this book are Super-powered (Pw). Super-powered abilities, or "super powers," function like exceptional abilities, in that they are not magical and cannot be dispelled or suppressed by antimagic fields, but they can often appear magical. Super-powered flight does not require wings or any means of propulsion, and though the average person could not distinguish super powers from magical ones, the learned can tell the difference.

The balance of this book has been based upon super-powered abilities being different from magic. This accomplishes two main goals. First, it allows this book to be used in settings without magic, without requiring antimagic or counterspells as a balancing factor. Second, it gives super powers a different feel from magic, and makes them seem special and fascinating even in worlds where it is common to see men wave their hands and conjure monsters, which is in keeping with the heroic quality typically seen in comics, anime, wuxia, and other media of heroic storytelling.

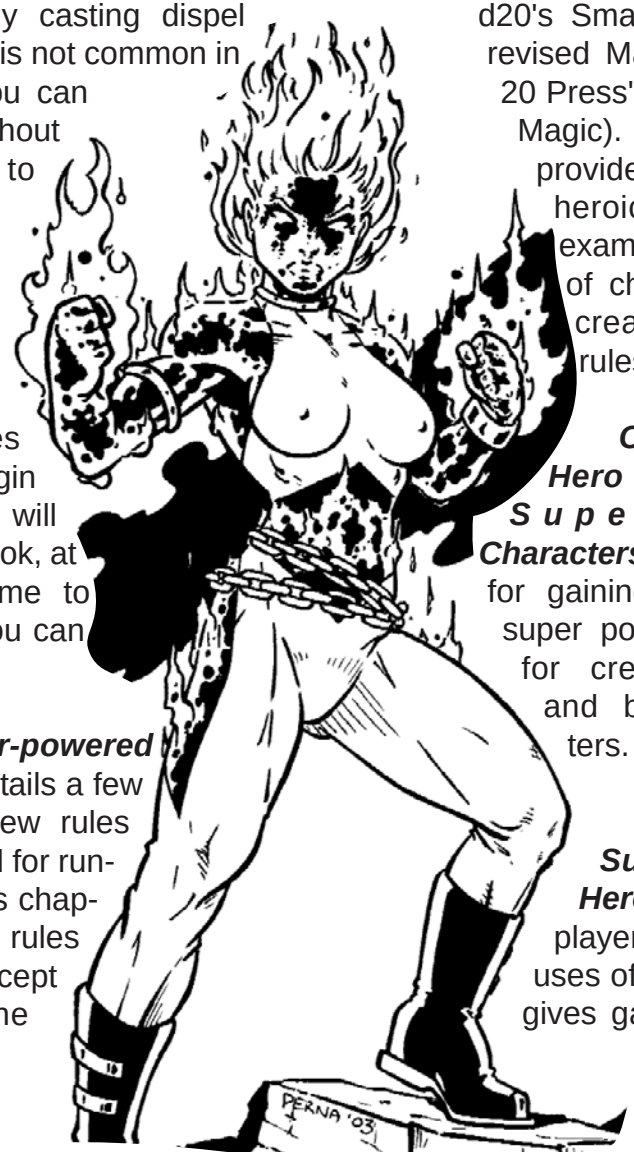
If you wish to make super-powered abilities be magical in nature, it will reduce their power somewhat, and might disrupt the game's sense of heroism when a caped super-powered hero is rendered nearly helpless by a foe simply casting dispel magic. Such vulnerability is not common in heroic storytelling, but you can use it in your games without upsetting the balance to unmanageable levels.

Chapter Outline

Just as many heroes need a mentor as they begin their heroic career, so we will aid you in browsing this book, at least until you have come to understand the powers you can wield.

Chapter One: Super-powered Rules and Mechanics details a few of the most important new rules you'll need to keep in mind for running a Supers game. This chapter contains all the new rules and game mechanics, except for those concerning the acquisition of super powers. Super powers are described in Chapter Three, and super feats are presented in Chapter Four.

Chapter Two: Heroic Classes introduces the character classes that help make a supers game: the Hero core class, the Detective, Gadgeteer, Menacing Vigilante, and Mentor advanced/prestige classes, the revised Specialist class (based on Modern d20's Smart Hero), and the revised Mage (from Natural 20 Press's The Elements of Magic). This chapter also provides three scalable heroic templates, as examples of the types of characters you can create with these rules.



Chapter Three: Hero Points and Super-powered Characters details the rules for gaining and advancing super powers, and advice for creating interesting and balanced characters.

Chapter Four: Super Feats and Heroic Tactics helps players master unique uses of their powers, and gives game masters help

on handling super-powered tactics. Whereas Chapter Three tells you how you can acquire super powers, Chapter Four tells you what cool things you can do with them.

Chapter Five: Creating Your Supers Game is intended primarily for game masters, but can be an interesting read for players too, as it provides advice and suggestions for crafting your own super-powered setting, and on designing interesting super-powered characters.

Chapter Six: Dark Decade presents a sample setting for one sample supers game, set in the 1980s. Included are five sample characters.

Chapter Seven: Rogues Gallery includes sample superheroes and supervillains.

Chapter Eight: Super Powers fully details over sixty super powers, and provides guidelines for converting existing spells into super powers. You'll also find generic enhancements and restrictions for your super powers.

Chapter One: Super-Powered Rules and Mechanics

Backgrounds

Backgrounds are purchased with skill points or Hero Points (see Chapter Three), though your game master might choose to let all characters acquire 1 skill point worth of background at 1st level, without having to spend skill points. If you use these background rules, however, you *must* purchase at least one background when you create your character, and may buy one at any time when you gain a level. For example, you could select a supervillain encountered in-game as a nemesis. These rules work perfectly fine in conjunction with the Starting Occupation rules in Modern d20.

A background costs between 1 and 5 skill points. You may add more points to a background when gaining a level, as long as it doesn't exceed 5 points. The more skill points you spend, the more dangerous your background is.

Your gamemaster is required to introduce you background once per adventure. Each time the background appears, you gain experience as indicated in the table below. If your gamemaster ignores your background for three adventures in a row, you may cash it in for 10 times the experience award shown in "Focus" column of the table.

The "minor" and "focus" columns on

Table 1-1 - Backgrounds

Cost in Skill Points	Cost in Hero Points	Award (Minor)	Award (Focus)	Example
1	0	25	50	Minor encounter, easily handled and designed more for the role-playing elements it adds to your character. An enemy one-quarter your level.
2	1	50	100	A diversion; more of an inconvenience which will distract you for a while but poses no real threat. An enemy of half your level.
3	1	75	150	A challenge, within your capability but which poses some risk. An enemy of two-thirds your level.
4	2	100	200	Dangerous - an enemy equal to your level, or a task which challenges you.
5	2	150	300	Extreme danger, an enemy more powerful than yourself or a task likely to result in your death.

table 1-1 indicate the XP award gained when your background arises; if the encounter is a minor one, not important to the mission at hand, then you gain the *Minor* award. On the other hand, if the encounter is the focus of a gaming session, then you gain the *Focus* award.

Sample Backgrounds

Following is a short list of sample backgrounds. This list is not exhaustive, and you may create new ones with your GM's permission. Other examples may include romances, affiliation with an organization, long-term missions, mistaken identities and so on. Note that NPCs obviously do not need to spend skill points on backgrounds, since their XP advancement is not important.

Debt: You owe a lot of money, and your creditor's diligence in collecting on that debt is directly related to the amount you spend on it. The amount you owe is equal to the standard value of gear owned by a typical character one level higher than yourself; this amount increases as you go up levels, representing interest and "late fees".

Fear: You are deathly afraid of something. This is a phobia, possibly induced by a bad experience. The number of points invested determines the strength and rarity of your fear.

GM Fiat: By choosing this background, you are letting your GM know that you want a subplot, and the approximate danger level you'd like, but also that you'd like to be surprised.

Hunted: You're wanted - by the law, or by an enemy. The number of points invested determines your pursuer's strength, their resources and their ability to locate you.

Hunting: You're searching for something you've lost or have been tasked to recover.

Nemesis: You have an enemy who is determined to hurt or kill you or your loved ones.

Obligation: You owe someone - maybe for something specific, or maybe a non-specific debt of thanks.

Secret Identity: You have a secret identity; which of your identities is the true one is open to question, but it is important to you that nobody realises that both identities are one and the same person. Perhaps this is to protect your loved ones from the enemies of your costumed public persona; or perhaps you merely wish to lead a normal life outside of your superhero guise. Note that this background requires that you have two separate reputation scores, and two separate sets of enemies/allies.

True Identity: You have a past life, another identity that you are trying to detach yourself from so you can avoid the problems from it.

Vendetta: You have an enemy who you have vowed to destroy. Perhaps you enemy was responsible for the death of a loved one, or perhaps you suffered a humiliating defeat at his hands and now want vengeance.

Vow: You have made a vow, a promise which you will keep at any costs.

Example One: Gale was once a terrorist, devoted to stopping the spread of technology, but after she accidentally killed dozens of innocents in one of her attacks, she re-examined her life. When Gale first became a heroic character, it was because she witnessed Tinker Oddcog, a disgruntled gnomish engineer, take his revenge by killing in a train wreck those who had snubbed him. Gale sought to stop this other terrorist, but when they fought she couldn't bring herself to kill him. Tinker, a scheming, homicidal maniac intent on revenge, blames Gale for most of his problems and seeks to defeat her.

Gale takes Nemesis at 4 ranks, since Cog is of equal level to her, and also takes Hunted with 1 rank. She was once a terrorist, but since she turned to heroic acts, the law has not been as intent in bringing her to justice.

Example Two: Blitz Jagger, a former businessman, became a crime-fighter after he nearly died in a plane crash. Blitz quickly

abandoned his old trading company and became a private eye. He takes Secret Identity at 1 rank; though he goes around in a mask when he fights crime, he isn't in trouble with the authorities, and so he would be more worried about embarrassment than incarceration.

The Everyday Hero

Heroes in comics and other superheroic storytelling rarely spend days in bed recovering from their injuries. Certainly they can get beaten up, but if they manage to beat up the bad guy first, then they're usually ready to keep fighting evil the next day. The normal hit point rules, in both Modern and Fantasy d20, do not accurately reflect this. In Fantasy d20, characters must rely on magical healing, and in Modern d20, either rest or surgery is necessary. For a more tenacious style of heroism, you can use these optional rules. These rules apply to everyone in a superheroic game, even characters without actual super powers.

Damage to hit points heals at a rate of 1 per level per hour instead of 1 per level per day. Note that normal damage now heals at the same rate as subdual damage, but you should still keep track of subdual damage because it is non-lethal (and for effects like regeneration). Whenever a character reaches 0 hit points, further damage is dealt to their Constitution score instead. Once they reach 0 Constitution, they pass out or fall into a coma, and when they reach -10 Constitution, they die. When a character has a Constitution of 0 or less, he heals no hit point damage.

With these rules, hit point damage represents characters dodging out of the way of the brunt of an attack, or shrugging off minor injuries. If a character is shot at by a group of thugs with machine guns, he might take hit point 'damage,' but until he starts taking Constitution damage, he hasn't actually been hit full on with a bullet. Constitution damage represents actual important injuries. Remember, of course, that all forms of damage in a roleplaying game are abstract representations of injury and exhaustion, and that if taken too seriously they can ruin the feel of a game.

Finally, you should raise the massive damage threshold from Modern d20 rules to 50, instead of Constitution score. Of course, some superpowered characters might have Constitution scores higher than that, and if so, use their actual Constitution scores.

Reputation

Note that the original version of these rules was published before the ruleset for Modern d20 became available, and thus they are not compatible with those reputation rules. Suggestions for using those reputation rules appear at the end of this section.

Reputation measures your character's level of fame or infamy. You can't fly around and shoot energy blasts from your eyes without attracting attention! A high reputation score will benefit you, since allies will be more likely to assist you and will generally respond to you in a positive way. However, it does mean that you will be easily recognized by others.

You start play with a reputation score of 10. Optionally, your game master might let characters roll 3d6 when they first create their character, to determine their reputation

Table 1-2: Reputation

Reputation	Example	Description
9 or less	A homeless tramp, an illegal immigrant.	A nobody. If you were to disappear, no one would notice except those very close.
10-11	Everyone	Average reputation; an ordinary person with an ordinary life.
12-15	Brian Kibler, Kevin Kulp, *etc*.	City official; town hero; on the local football team.
16-21	Anne Rice, John Grisham, Rudolph Guliani	Minor celebrity; an author or a soap opera star; famous scientist; city mayor of a major city.
22-31	Sarah Michelle Geller, Steven Hawking, Homer	TV celebrity, known nationwide; national politician; sports personality; movie director.
32-43	Al Capone, Tom Cruise, Madonna	International celebrity; movie or rock star; head of state.
44-59	US President, Mickey Mouse	Known worldwide; head of state of major country.
60+	Hercules; King Arthur	Known to beings on other planets, even the gods take notice of you; major mythological figure.

randomly. Every time you gain a level, your reputation score increases by one point. This represents the dramatic deeds and accomplishments that take place during your career. Note, however, that high-level characters who do not adventure do not gain a bonus to reputation until they begin making a splash. Once they 'enter the stage,' so to speak, their reputation will increase gradually to the point it should be at, at a rate of about 1 point per week of activity.

For example, Layla Adrian is an art dealer who has only recently started dabbling in cat burgulary. Though she had reached 12th level through slow progression, she does not gain +11 to her Reputation until she begins actually making herself known.

As you adventure, your game master may give you increases to your reputation even if you don't gain a level, such as if your actions are widely publicized.

Table 1-3: Occupation Reputation Modifiers

Occupation	Reputation Modifier
Celebrity	+4
Dilettante	+2
Entrepreneur	+2

Modern Occupations and Reputation

Some Modern d20 starting occupations provide a bonus to your character's reputation, though the Reputation rules in Modern d20 and those in Four-Color to Fantasy use a slightly different scale. Those occupations have the following adjustments on your reputation score. Remember to only apply the bonus of one occupation.

Renown and Low Profile Feats

If you are using this reputation rules instead of the Modern d20 rules, the Renown feat grants a +10 bonus to your reputation, and the Low Profile feat reduces your reputation by 10. If your character concept requires you to be well known, you can simply take the Renown feat as needed.

Using Reputation

Reputation works just like a regular ability score; it has an associated modifier derived in exactly the same way as Strength or Wisdom. When you meet a significant NPC, you make a Reputation Check to see if you are recognized. The DC of the Reputation Check depends on where you are in relation to your base of operations. You cannot take 10 on this check. If you only fail the check by 2 or less, the person has heard vaguely about you, but does not recognize you based on appearance. They will not recognize you unless you call attention to yourself, and even if you do, the bonuses and penalties to skill checks listed below are reduced by half.

Same neighborhood / campus - DC10
Same city/same subculture - DC 15
Regional/same industry - DC 20
National - DC 25
International (modernized) - DC 30
International (Third World) - DC 35
Interplanetary/planar - DC 45 or higher

Example: Zidi Wheatling, the Halfling Titan, has a reputation score of 19, which gives her a +4 bonus to reputation checks. In her home village, almost everyone recognizes her, and many people know her in the surrounding area. When she travels to a major city far from her home, a guard at the city gate asks her to hand over her weapons. She tries to explain who she is, making a Reputation check against DC 25. She of course has no chance of success here, since no one has even heard of her this far away yet. If she had been talking to a merchant from her own county, however, he likely would have recognized her by reputation at least.

Allies and Enemies

You must record on your character sheet how you are perceived by certain groups. All groups regard you as neutral at the start of the campaign, but this will change as the game progresses. The groups are:

Authorities (government, police agencies, military)
Criminals
Joe Public (media, people on the street)

You cannot be perceived as an ally by both Authorities and Criminals, although you can be perceived as an enemy to both. The GM may add (or remove) categories as appropriate to the setting (specific organizations etc.).

For the purposes of recording how trusted or how loathed you are, you can keep track of a specific rating of Alliance with any given group. When you first create your character, you have a rating of 0 Alliance in all the above categories unless your game master says otherwise. As you adventure, you can gain or lose your Alliance rating in any given group through your actions.

You'll find that it is easier to make enemies than it is to make allies; negative modifiers tend to be much larger than positive modifiers. Note that scores in each category can go above 1 and below -1, although they still have the effect of only designating you as an Ally or an Enemy. Here are some examples of actions that might change your status:

Foiling a major crime:
Joe Public +1, Criminals –2
Causing loss of innocent life:
Authorities –4, Public –4, Criminals +0
Involvement in a major crime:
Authorities – 4, Public –2, Criminals +1
Causing large amounts of public damage:
Authorities –2, Joe Public –2
Completing authority-sanctioned mission:
Authorities +1, Criminals –2
Stopping a disaster:
Joe Public +1, Authorities +1
Saving a famous person:
Joe Public +1
Defeating a famous villain:
Joe Public +2, Criminals –2
Giving credit to the Authorities for a major accomplishment:
Authorities +1

Reputation In Play

Reputation can play a large part in the game. It can also make the concept of a dual-identity more important.

A character with a high reputation will be likely to have enemies. When you have a high profile enemy, you will often find that those enemies take action against you more often, and when they do so they do so in a more determined manner. A high profile character who is at odds with the authorities will find himself constantly hunted; and one who has angered the criminal element has better look over his shoulder on a regular basis.

Effects of Reputation

Your reputation modifier is applied to Charisma checks and Charisma-based skill rolls. However, it is not always a positive modifier. What effects is has depends on whether the person you are interacting with perceives you as an ally or an enemy.

- ***If you are perceived as an ally*** (rating +4 or higher with a particular group), the reputation modifier provides a bonus to your checks. If you have a rating of +1 to +3, you gain half the normal bonus.

- ***If you are perceived as an enemy*** (rating -4 or higher with a particular group), the reputation modifier provides a penalty to your checks. If you have a rating of -1 to -3, you gain half the normal penality.

- ***If you are perceived as neutral*** (rating of 0), the reputation score has no effect.

The exception is the Intimidate skill, to which your reputation modifier always provides a full bonus, as long as you are not viewed as a harmless buffoon.

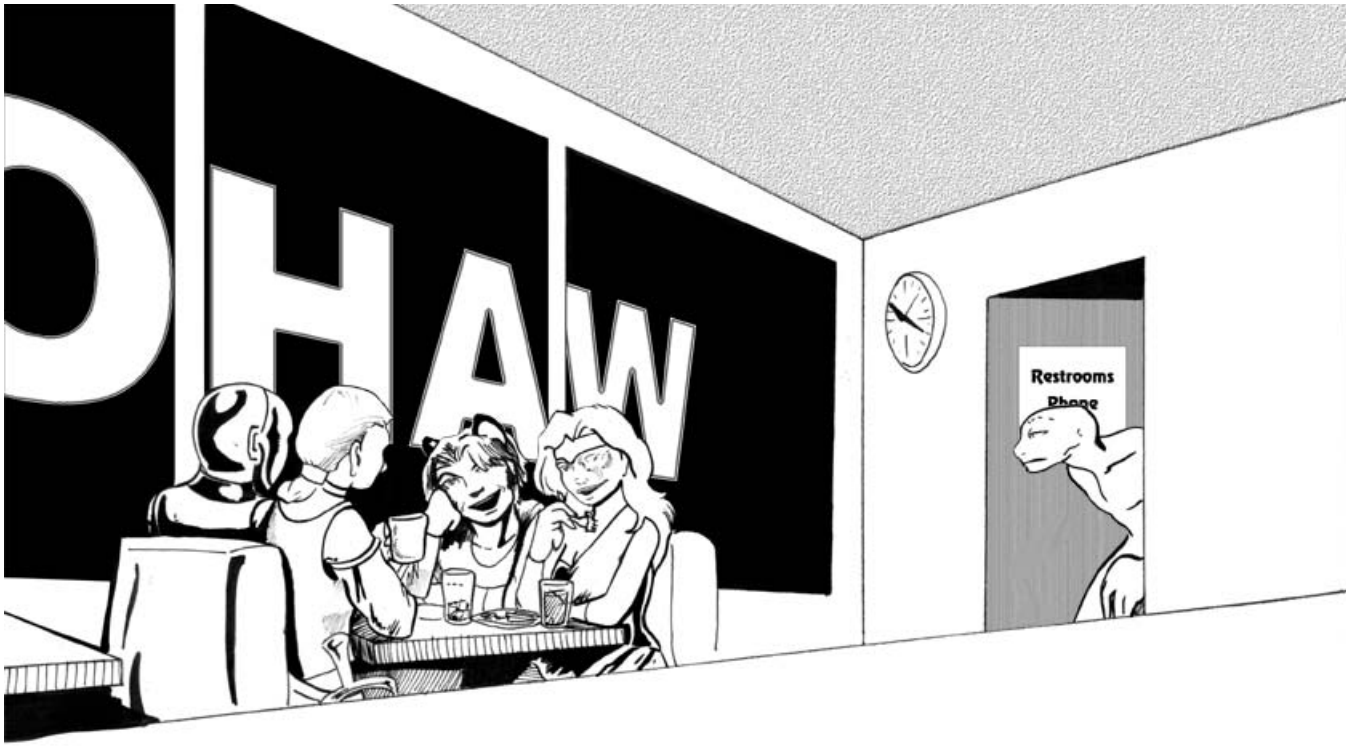
Dual Identities

If you have a dual identity, you must determine the reputation score of each, along with ally-enemy classifications. Your secret identity could lead a very different life and be friends with those who are enemies of your superhero identity, or vice versa.

Reputation increases for the secret identity do not occur every level in the same way that they do for your superhero identity. The GM should award reputation increases at appropriate times. For example, if your secret identity is that of a journalist, and you foil a bank robbery in your superhero guise and then proceed to scoop the same story in your journalist identity, your GM may well award you 1 or 2 points of reputation for your journalist identity.

Using the Normal Reputation Rules

You can, of course, use the normal reputation rules presented in Modern d20 if you prefer them over this system, and the two systems are very similar, so if you'd prefer to have reputation advance at different rates depending on your class, that can still be compatible with this system. Under this revision, there are four speeds of advancing reputation, just as there are in Modern d20.



Simply replace the rates listed in the core rules of Modern d20 with the rates listed below.

Slowest: Strong Hero
Slower: Fast, Tough
Medium: Smart, Dedicated
Fast: Charismatic

Table 1-4: Alternate Reputation Advancement

Level	Slowest	Slow	Medium	Fast
1	+0	+0	+1	+2
2	+0	+1	+2	+3
3	+1	+2	+3	+5
4	+2	+3	+4	+6
5	+2	+4	+6	+8
6	+3	+5	+7	+9
7	+4	+6	+8	+11
8	+4	+7	+10	+12
9	+5	+8	+11	+14
10	+6	+9	+12	+15

Dice Rolls and Large Modifiers

The d20 system works on a scale of 1 to 20. If you have a bonus of +60, the die roll matters much less than the modifier. A more serious concern, however, is when the bonuses of different members of a party have vastly different bonuses for their abilities. One character might be able to easily succeed a Reflex save DC 40, while no one else in the party has a chance of succeeding. In these cases, the game master is encouraged to vary the types of challenges she uses in her game, to challenge each character differently at different times, but still, it is usually preferable to make any challenge be at least a potential threat to every member of the party.

Hyper Rolls

For every full 10 points of modifier you have above +20, instead of adding that +10 modifier, roll an additional d20. The average roll on a d20 is 10.5, so this modification will favor slightly higher rolls, but it keeps the die roll important even at high levels of super powers. This applies to all d20 checks, whether they are ability checks, skill checks, rolls to-hit or saves. For rolls you need to make often, you may want to note the specific number of extra dice on your character sheet, next to the appropriate modifier.

For example, if you have a +43 bonus to your Reflex save, instead of rolling 1d20+43, instead roll 3d20+23.

Hyper Rolls is just a catchy term for a simple mechanic that enables you to play a character with massive modifiers while retaining the inherent randomness of the d20 game. It works on a similar principle to AC, assuming that every 10 points of bonus actually represents your character 'taking 10' with AC, you could choose to roll a d20 instead of using a base of 10, and this is exactly what you do with Hyper Rolls. The average roll on a d20 is 10.5, so this modification will favor slightly higher rolls, but it keeps the die roll important even at high levels of super powers.

Chapter Two: Heroic Classes

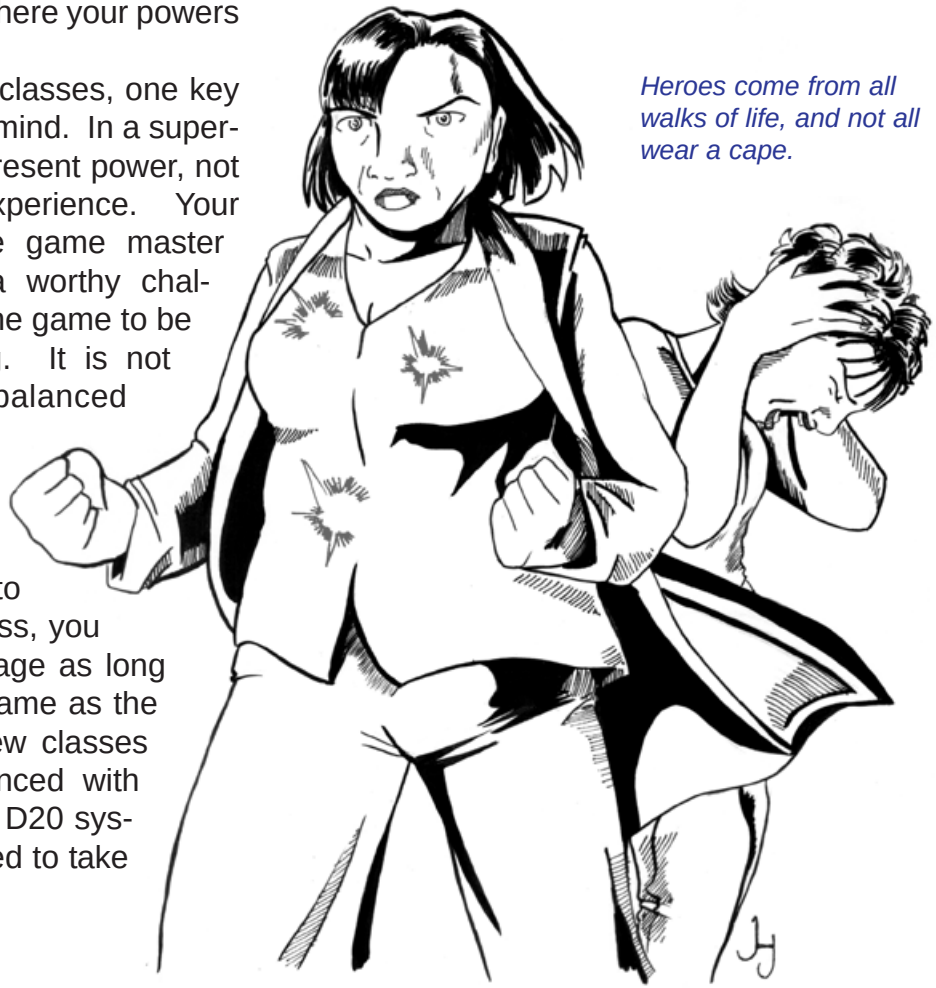
This chapter presents the a new core class-the Hero-plus several new advanced classes (prestige classes in Fantasy d20) that fill common niches in the superheroic genre-the Detective, Gadgeteer, Menacing Vigilante, and Mentor. Included as well is a version of the Mage class from E.N.Publishing's *The Elements of Magic*, which allows you to have spellcasting characters from 1st level, without requiring advanced classes to gain magical powers. Additionally, for those who only have access to the Fantasy d20 rules, we also present a slight revision to the Smart Hero class from the Modern d20 rules, renamed the Specialist. Thus, with only this book and the core rules of Fantasy d20, it is possible to play a superheroic game.

If you are using just the core Fantasy d20 rules to play a modern superheroic game, use the Specialist class to represent ordinary people with everyday knowledge and skills-journalists, politicians, scientists-rather than the Commoner class, since in most modern storytelling, everyday people can still be heroes. Use the other core classes to represent police officers and soldiers (Fighters), or criminals and super spies (Rogues). And of course, if you have magic in your game, you can still use the core spellcasting classes, or make use of the original Mage class in *The Elements of Magic*. Chapter Four: Creating a Supers Game will help you determine how your normal classes and your levels of Hero interact, and help you decide where your powers come from.

Before introducing the classes, one key concept should be kept in mind. In a superpowered game, levels represent power, not necessarily training or experience. Your character level helps the game master determine what makes a worthy challenge so he can balance the game to be dramatic and entertaining. It is not necessary to have a balanced game, but it certainly makes it easier for the game master to run a game that is fun for all players. If you don't want to take levels in the Hero class, you will not be at a disadvantage as long as your total level is the same as the rest of the party. The new classes are designed to be balanced with existing PC classes in the D20 system, so don't feel compelled to take more levels of Hero than are required for the powers you desire.

The Hero

The Hero is the primary new class introduced in *Four-Color to Fantasy*. It is the class which gives you access to Super Powers and allows you to improve and develop them. Unlike other main classes, the Hero class does not necessarily represent a profession you train in. Rather, levels of the Hero class can be like equivalent



Heroes come from all walks of life, and not all wear a cape.

character levels from having a powerful race: they represent your power level without necessarily being tied to training. See Chapter Four: Creating a Supers Game for a discussion of how to use the Hero class in your game.

The source of a Hero's powers is different for nearly every Hero, and their abilities are just as varied. Practically any power is available to a Hero of a high enough level, though in many cases the Hero has no control over which powers he gains. The powers might be a fluke of birth, or an accident might infuse the character with strange abilities, or he might unlock powers within himself through meditation or experimentation. The source of your powers is for you and your game master to decide, but the rules mechanics remain the same. For the balance of the game, it makes no difference whether your powers are natural, caused by an accident, or from training.

Adventures: A Hero will often go on adventures either because of a sense that he must use his powers toward good, or because he feels that with his powers nothing is stopping him from acquiring riches and fame. However, many Heroes, especially those in worlds where magic, psionics, or similar powers are rare, prefer to keep a low profile so they can avoid the curiosity of those who want to take advantage of them, or avoid condemnation from those who they are unable to help. Even when forced to remain discreet, however, few heroes can resist the lure to use their power for personal gain or to help others.

Game Rule Information

Heroes have the following statistics and class abilties.

Abilities: Since the Hero class itself simply represents super powers, and most Heros have levels in some other class to represent their actual training, ability scores do not have much effect on this class itself. Indeed, the Hero class is often a way to improve ability scores to help in other classes.

Alignment: If you are using the alignment rules from Fantasy d20, there are no alignment restrictions for Heroes, though evil Heroes are sometimes called Villains.

Hit Die: d4.

Table 2-1: The Hero Level Progression

Class Level	Attack Bonus	Fort Save	Ref Save	Will Save	Class Feature	Def * Bonus	Rep** Bonus
1	+0	+0	+0	+0	8 Hero Points (8 Hero Points total)	+0	+0
2	+1	+0	+0	+0	8 Hero Points (16 Hero Points total)	+1	+0
3	+1	+1	+1	+1	8 Hero Points (24 Hero Points total)	+1	+0
4	+2	+1	+1	+1	8 Hero Points (32 Hero Points total)	+1	+0
5	+2	+1	+1	+1	8 Hero Points (40 Hero Points total)	+2	+1
6	+3	+2	+2	+2	8 Hero Points (48 Hero Points total)	+2	+1
7	+3	+2	+2	+2	8 Hero Points (56 Hero Points total)	+2	+1
8	+4	+2	+2	+2	8 Hero Points (64 Hero Points total)	+3	+1
9	+4	+3	+3	+3	8 Hero Points (72 Hero Points total)	+3	+2
10	+5	+3	+3	+3	8 Hero Points (80 Hero Points total)	+3	+2
11	+5	+3	+3	+3	8 Hero Points (88 Hero Points total)	+4	+2
12	+6	+4	+4	+4	8 Hero Points (96 Hero Points total)	+4	+2
13	+6	+4	+4	+4	8 Hero Points (104 Hero Points total)	+4	+3
14	+7	+4	+4	+4	8 Hero Points (112 Hero Points total)	+5	+3
15	+7	+5	+5	+5	8 Hero Points (120 Hero Points total)	+5	+3
16	+8	+5	+5	+5	8 Hero Points (128 Hero Points total)	+5	+3
17	+8	+5	+5	+5	8 Hero Points (136 Hero Points total)	+6	+4
18	+9	+6	+6	+6	8 Hero Points (144 Hero Points total)	+6	+4
19	+9	+6	+6	+6	8 Hero Points (152 Hero Points total)	+6	+4
20	+10	+6	+6	+6	8 Hero Points (160 Hero Points total)	+7	+4
+1	n/a	n/a	n/a	n/a	+8 Hero Points	n/a	n/a

** Do not use this Defense bonus if you are using Fantasy d20 rules, unless all classes receive a Defense bonus.*

*** If you are using the core Modern d20 reputation rules, instead of the reputation rules presented in Chapter One, use this chart. If you are using the reputation rules presented in this book, however, Heroes advance in reputation at a rate of +1 for each level after 1st.*

Action Points: Heroes gain 5 + one-half character level Action Points each level. Ignore action points if you are playing Fantasy d20.

Class Skills

The hero has no class skills. The hero class represents super powers only; any learned skill comes about through advancement in another class. If you take your character's first level as a Hero, do not consider it your first level for the purposes of quadrupling skill points. Whenever you finally do take a level of a class that provides skill points, quadruple those skill points as if it were your first character level. If you wish to acquire skill points with your Hero levels, you can take the Skill Knowledge 'super power,' listed in Chapter Eight.

Skill Points at 1st Level: 0. You get no skill points at all, regardless of Intelligence bonus or race.

Skill Points at Each Additional Level: 0. You get no skill points at all, regardless of Intelligence bonus or race.

Starting Feats: None.

Class Features

The Hero gains only one class feature, but it is a very involved ability, which is described in more detail in Chapter Three: Hero Points and Super-powered Characters.

Hero Points: Each level, Heroes gain 8 Hero Points (HrPs). Hero Points work somewhat like skill points; they let you gain ranks of super powers, and the more ranks you have in a Power, the more powerful it is. For full details of super powers, see Chapter Three: Hero Points and Super-powered Characters.

Mage

The Mage class here is reprinted with mild revisions from *The Elements of Magic*. You will still need that book to make full use of this class. This revision is provided to make the Mage class compatible with Modern d20 rules, especially if you want to make spellcasting available to characters from 1st level.

Mages are the masters of magic, though seldom are any two mages alike in their powers and specializations. How Mages come to their power can vary from setting to setting, or even from character to character, but almost all Mages are met with some degree of wariness, for their powers are beyond the understanding of the common man.

Game Rule Information

Mages have the following game statistics and class abilities.

Abilities: Intelligence determines how many bonus magic points a Mage receives, and Charisma influences how hard it is to resist the Mage's spells. The Difficulty Class of a saving throw against a Mage's spell is 10 + the spell level + the Mage's Charisma modifier. There is no minimum ability score requirement to cast spells of a particular level.

A high Wisdom is also very useful for Mages, since some of their important class skills are based on Wisdom. High Dexterity is helpful because it provides her with an Armor Class bonus. A good Constitution gives a Mage extra hit points, a resource that she is otherwise very low on.

Hit Die: d4.

Action Points: Heroes gain 5 + one-half character level Action Points each level.

Class Skills

The Mage's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int, exclusive), Diplomacy (Cha), Dispel Magic* (Wis, exclusive), Divination* (Wis, exclusive), Heal (Wis), Intuit Direction* (Wis), Knowledge (arcane lore, history, or theology and philosophy) (Int), Profession (Wis), Read/Write Language (none), Scry* (Int), Speak Language (none), and Spellcraft (Int).

* This skill is explained in *The Elements of Magic*

Skill Points at 1st level: (4 + Int modifier) x 4. Humans get an additional 4 skill points at 1st level.

Skill Points at Each Additional Level: 4 + Int modifier. Humans get 1 additional skill point at each level after 1st.

Starting Feats: In addition to the feat(s) all characters get at 1st level, a Mage begins play with the Simple Weapons Proficiency feat.

Class Features

Except as noted in table 2-2, the Mage's class abilities are identical to those presented in *The Elements of Magic*. This version is only provided to make the class compatible with Modern d20 rules.

Table 2-2: The Mage Level Progression

Class Level	Attack Bonus	Fort Save	Ref Save	Will Save	Class Feature	Def * Bonus	Rep** Bonus
1	+0	+0	+0	+2	+1 Caster Level, Magical Boon	+0	+0
2	+1	+0	+0	+3	+1 Caster Level	+1	+1
3	+1	+1	+1	+3	+1 Caster Level	+1	+1
4	+2	+1	+1	+4	+1 Caster Level, Minor Boon	+1	+1
5	+2	+1	+1	+4	+1 Caster Level	+2	+2
6	+3	+2	+2	+5	+1 Caster Level	+2	+2
7	+3	+2	+2	+5	+1 Caster Level	+2	+2
8	+4	+2	+2	+6	+1 Caster Level, Moderate Boon	+3	+3
9	+4	+3	+3	+6	+1 Caster Level	+3	+3
10	+5	+3	+3	+7	+1 Caster Level	+3	+3
11	+5	+3	+3	+7	+1 Caster Level	+4	+4
12	+6	+4	+4	+8	+1 Caster Level, Moderate Boon	+4	+4
13	+6	+4	+4	+8	+1 Caster Level	+4	+4
14	+7	+4	+4	+9	+1 Caster Level	+5	+5
15	+7	+5	+5	+9	+1 Caster Level	+5	+5
16	+8	+5	+5	+10	+1 Caster Level, Major Boon	+5	+5
17	+8	+5	+5	+10	+1 Caster Level	+6	+6
18	+9	+6	+6	+11	+1 Caster Level	+6	+6
19	+9	+6	+6	+11	+1 Caster Level	+6	+6
20	+10	+6	+6	+12	+1 Caster Level, Major Boon	+7	+7

** Do not use this Defense bonus if you are using Fantasy d20 rules, unless all classes receive a Defense bonus.*

*** If you are using the core Modern d20 reputation rules, instead of the reputation rules presented in Chapter One, use this chart. If you are using the reputation rules presented in this book, however, Mages advance in reputation at a rate of +1 for each level after 1st.*

SPECIALIST

The Specialist is an adaptation of Modern d20's Smart Hero class, to fit into the rules of Fantasy d20. They are skill masters, a class much like the Expert, but of a power level equivalent to that of adventuring classes. Not all adventurers or heroes are trained warriors, sneaks, or magic-users, but rather than being forced to use the weaker NPC class Expert, they are instead Specialists. The particular skills of a Specialist vary from person to person, ranging from lay priests, knowledgeable sages, masterful craftsmen, suave diplomats, and many others. A character may simply take a level or two of Specialist to focus on their skills, especially if they don't care to acquire the sneak attack abilities of Rogues, or the magical powers of Bards.

By the way, feel free to just call this class the Expert, and get rid of the original Expert class.

Adventures: Adventuring Specialists usually have skills that are quite useful in exploration, but sometimes they are just normal people who are skilled at what they do. Some Specialists adventure to find rare knowledge or treasures, especially if their area of expertise is something ancient or esoteric. Other Specialists might have more worldly knowledge, the skills required to survive in an inhospitable world. Whether educated in a school, by a mentor, or by themselves, Specialists must rely on only one primary tool in their adventures-their knowledge.

This class does not have many combat abilities, at least compared to most other classes, and so players are advised not to rely on levels of Specialist to make their

character warriors. Those combat abilities the Specialist does have rely on knowledge and intelligence, not martial prowess.

Game Rule Information

Specialists have the following statistics and class abilties. Since they are not intended for use in Modern d20 games, they have no entry for Action Points, Defense Bonus, or Reputation.

Abilities: The foremost ability for a Specialist is Intelligence, which provides them more skill points so they can be proficient at more things. All other abilities assist in various skills, though Strength is often the least useful ability, since Specialists have limited combat abilities.

Alignment: Any.

Hit Die: d4.

Class Skills

Every non-exclusive skill is a class skill for the Specialist, since they are especially adept at figuring out how to do things, even without a teacher to guide them. Additionally, the Specialist may choose any two exclusive skills to also be class skills.

Skill Points at 1st level: (8 + Int modifier) x4. Humans get an additional 4 skill points at 1st level.

Skill Points at Each Additional Level: 8 + Int modifier. Humans get 1 additional skill point at each level after 1st.

Starting Feats:

In addition to the feat all characters get at 1st level (and the bonus feat humans receive), a Specialist begins play with the Simple Weapons Proficiency feat.

Class Features

All of the following are class features of the Specialist.

Talents

At 1st, 3rd, 5th, 7th, and 9th level, the Specialist selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the Specialist qualifies, you can select from any and all talent trees. No talent can be selected more than once unless expressly indicated.

Research Talent Tree

The Specialist has a natural aptitude for study and fact-finding. These talents can be selected in any order.

Savant: Select one skill. The Specialist gets to add a bonus equal to his class level when making checks with that skill. A Specialist can take this talent multiple times; each time it applies to a different skill.

Linguist: With this talent, the Specialist becomes a master linguist. Whenever he encounters a new language, either spoken or written, he can make an Intelligence check to determine if he can understand it. The check is made with a bonus equal to his class level + his Intelligence modifier. For a written language, the obnus applies to a Decipher Script check instead.

The DC for the check depends on the situation: DC 15 if the language is related to a language he already can speak (such as different Elvish dialects); DC 20 if the language is unrelated to any other language he knows; and DC 25 if the language is ancient or unique (such as the complex tentacled sign language of Aboleths). With this special ability, the Specialist can glean enough meaning form a conversation or

Table 2-3: The Specialist Level Progression

Class Level	Attack Bonus	Fort Save	Ref Save	Will Save	Class Feature
1	+0	+0	+0	+1	Talent
2	+1	+0	+0	+2	Bonus Feat
3	+1	+1	+1	+2	Talent
4	+2	+1	+1	+2	Bonus Feat
5	+2	+1	+1	+3	Talent
6	+3	+2	+2	+3	Bonus Feat
7	+3	+2	+2	+4	Talent
8	+4	+2	+2	+4	Bonus Feat
9	+4	+3	+3	+4	Talent
10	+5	+3	+3	+5	Bonus Feat
11	+5	+3	+3	+5	Talent
12	+6	+4	+4	+6	Bonus Feat
13	+6	+4	+4	+6	Talent
14	+7	+4	+4	+6	Bonus Feat
15	+7	+5	+5	+7	Talent
16	+8	+5	+5	+7	Bonus Feat
17	+8	+5	+5	+8	Talent
18	+9	+6	+6	+8	Bonus Feat
19	+9	+6	+6	+8	Talent
20	+10	+6	+6	+9	Bonus Feat

document to ascertain the basic message, but this ability in no way simulates actually being able to converse or fluently read and write in a given language.

Prerequisite: Speak Language for at least 5 different languages.

Strategy Talent Tree

The Specialist has the knowledge to see solutions in most situations. These talents can be selected in any order, but before the character can selecte a talent from this tree he must have previously selected at least one talent from the Research Talent Tree.

Exploit Weakness: After 1 round of combat, the Specialist can designate one opponent and try to find ways to gain an advantage by using brains over brawn. The Specialists uses a move-equivalent action and makes an Intelligence check (DC 15) with a bonus equal to his class level. If the check succeeds, for the rest of the combat the Specialist uses his Intelligence bonus instead of either his Strength or Dexterity bonus on attack rolls as he finds way to outthink his opponent and notice weaknesses in his opponent's fighting style.

Prerequisite: One talent from the Research Talent Tree.

Plan: Prior to a dramatic situation, either combat- or skill-related, the Specialist can develop a plan of action to handle the situation. Using this talent requires preparation; a Specialist can't use this talent when surprised or otherwise unprepared for a particular situation.

The Specialist makes an Intelligence check (DC 10) with a bonus equal to his class level. The result of the check provides the Specialist and his allies with a circumstance bonus. A Specialist cannot take 10 or 20 with this check.

This bonus can be applied to all skill checks and attack rolls made by the Specialist and his allies, but the bonus only lasts for the first 3 rounds. After that time, reduce the bonus by 1 point (to a minimum of +0) for every additional round the situation continues, as the vagaries of circumstance begin to unravel even the best-laid plans.

Prerequisite: One talent from the Research Talent Tree.

Table 2-4: Planning Results

Check Result	Bonus
9 or lower	+0
10-14	+1
15-24	+2
25+	+3

Trick: The Specialist has the ability to temporarily confuse a target through the use of ploy and deception. The target must have an Intelligence score of 3 or higher to be susceptible to a trick, must be within 30 feet of the Specialist, and must be able to hear and understand him.

To play a trick on a target, the hero must use a full-round action and make an Intelligence check (DC 15), adding his class level as a bonus. If the check succeeds, the target can try to think quickly and ignore the trick.

The target resists the trick by making a Reflex saving throw (DC 10 + the Specialist's class level + the Specialist's Int bonus). If the saving throw fails, the target becomes dazed (unable to act, but can defend normally) for 1 round.

A trick can only be played on a particular target once per encounter. After the first trick in an encounter, whether the attempt succeeds or not, that target becomes wary and immune to such ploys.

Prerequisite: One talent from the Research Talent Tree.

Specialists and Other Talent Trees

If you have access to the Modern d20 rules but are playing Fantasy d20, feel free to let the Specialist have access to any of the talent trees of the Dedicated or Charismatic hero classes. They are not included in this book for space considerations. Additionally, the Specialist can choose one of the following abilities as a talent.

Traps: Like Rogues, the Specialist can use the Search skill to locate magical traps, and the Disable Device skill to disarm them. If a Specialist beats a trap's DC by 10 or more with a Disable Device check, he can generally study the trap, figure out how it works, and bypass it (with his party) without dismantling it.

Jack-of-all-Trades: The Specialist gains the ability to use any skill as if he were trained, even if he doesn't have any ranks in that skill.

Prerequisite: Specialist level 7+.

Skill Mastery: Select a number of skills equal to 3 + your Intelligence modifier. When making a skill check with one of these skills, you may take 10 even if stress and distractions would normally prevent you from doing so. You may gain this ability multiple times, each time choosing different skills.

Prerequisite: Specialist level 7+, Savant talent.

Bonus Feats: At every even level, the Specialist gains a bonus feat. This can be any feat. The Specialist must still fulfill the prerequisites for this feat, if any.

Advanced Classes and Prestige Classes

The following advanced classes represent some of the most common skill-sets of heroes from comics. None of the classes provide Hero Points, but rather help develop existing abilities, or provide abilities that may benefit your super powers. Since these classes can be used both as Modern d20 advanced classes and Fantasy d20 prestige classes, some of the feats and class skills may be inappropriate for one game or the other. Skills and feats marked with an asterisk (*) are appropriate only for Modern d20 games, while those marked with two asterisks (**) are appropriate only for Fantasy d20 games.

Detective

The detective is an expert at obtaining information. Using a variety of techniques, he investigates crimes and unusual occurrences, relying on wits, stealth, and knowledge. An excellent snoop, an acute judge of character and a razor sharp mind all help the detective to track down out the information he seeks.

Requirements
Gather Information: 10 ranks.
Investigate*: 10 ranks.
Sense Motive: 5 ranks.
Other: At least 2 ranks in any three of the following skills: Appraise**, Bluff, Decipher Script, Disguise, Forgery, Knowledge (streetwise)*, Read Lips**, Search, Spot.

Hit Die: d6.

Action Points: The Detective gains 6 + one-half character level Action Points each level. Ignore action points if you are playing Fantasy d20.

Class Skills

The Detective's class skills (and the key ability for each skill) are Bluff (Cha), Computer Use* (Int), Decipher Script (Int), Disable Device (Dex), Disguise (Cha), Drive* (Dex), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Investigate* (Int), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket** (Dex), Profession (Wis), Read/Write Language* (none), Read Lips** (Int, exclusive skill), Research* (Int), Search (Int), Sense Motive (Wis), Sleight of Hand* (Dex), Speak Language, Spot (Wis).

Skill Points at Each Level: 6 + Int modifier. Humans get 1 additional skill point at each level after 1st.

Class Features

All of the following are class features of the Detective prestige class.

Informants: Because of his contacts with both legal and underworld powers, the Detective has great resources for information gathering. In areas where he has contacts, it takes at most an hour for the Detective to make Gather Information checks, and he adds his class level to Gather Information checks.

Detect Lie (Ex): The detective is so attuned to physiology and psychology of human interaction that he can almost sniff out an untruth. He may add his class level to his Sense Motive checks.

Maintain Calm (Pw): By 2nd level, the Detective acquires enough of an air of calmness that people meeting him feel less inclined to be hostile. Unless opponents have a premeditated desire to injure the Detective, they suffers a -2 morale penalty to attack and damage rolls in the first round of combat if attacking the Detective. Additionally, just before a particular combat begins, if the Detective is not flat-footed, he may attempt to end hostilities by making a Charisma check to influence the attitudes of his opponents. The Detective adds his class level to this check. The DC for this check is 10 + the opposing character's level. Just roll one Charisma check, using the same result for all opponents.

If the check is successful, the opponents remain unfriendly and will still fight if provoked, but hold off on any immediate combat. If more powerful allies still fight, even those who the Detective originally convinces to not fight might still join combat if they are loyal. The Detective may only use this ability once per encounter.

For example, a Detective is accosted by several thugs (1st level Toughs) and their leader (3rd level Strong). Just as the thugs draw knives to attack him, the Detective makes a Charisma check, conveying to them that he just wants information, not a fight. His result is a 12, so he convinces the common thugs to hold back, but their leader is not deterred, and still attacks. Some of the thugs will join the fight on the next round, but most of them aren't loyal enough to get into an unnecessary fight.

Skill Mastery: At 3rd level, the Detective selects a number of skills equal to 3 + his Intelligence modifier. When making a skill check with one of these skills, the Detective may take 10 even if stress and distractions would normally prevent him from doing so.

Undercover (Ex): To assist in assuming different roles for undercover work, the Detective becomes quite capable of picking up basic competence of skills he would need to perform to pull off an undercover role. By studying someone with those skills or researching for at least half an hour, the Detective can temporarily acquire 4 virtual skill ranks in any two appropriate skills, even if he already has ranks in those skills, though his total ranks cannot exceed his character level + 3. These ranks last for 24 hours, though if he continues in the same or a similar undercover role, he can maintain the virtual skill ranks. He cannot acquire virtual ranks for more than two skills at a time. In addition to these virtual skill ranks, the Detective also gains a +2 insight bonus to Bluff checks when posing as his studied role.

The Detective can use this ability, even if he doesn't intend to go undercover. It simply represents his ability to understand the motives and activities of others, and emulate them, though he can only maintain one role at a time.

For instance, he could covertly watch a mafia bodyguard, picking up on the man's mannerisms and skills, gaining 4 virtual ranks of Intimidate and Spot for 24 hours. Even if the mafia bodyguard was also skilled in, say, riding horses or cooking, the Detective could not acquire virtual ranks for those skills unless he actually say the bodyguard performing those activities.

Uncanny Deduction (Pw): Once per day, the Detective can deduce the answer to one yes-or-no question to which he has at least enough answer to make a judgment. He makes an Intelligence check (DC 5) for most questions of average or hard difficulty ("Did Big Boss Jenkins have the police commissioner assassinated?" or "Is the ninja I fought last week planning to take revenge on me?"). Truly obscure or random questions could have a penalty of as much as -10 to the check ("Did the mayor rig the ballots in order to get into office?"). If you have little idea where to begin, it is fair to ask questions such as, "Does anyone I know have a connection with the Cuban drug ring?"

Even if the answer is 'no,' if the Detective beats the DC by 10 or more, he gains some extra insight into the situation, such as perhaps where a suspect is hiding, the identity of the person framing an innocent man for murder, or what target a crime ring will strike next.

The game master should tell players when their questions are beyond the scope of this ability, such as if he asks, "Will anyone in my party be killed in the next adventure?" Questions involving ambiguous future events are usually impossible to answer, unless the Detective has a strong body of evidence to work from.

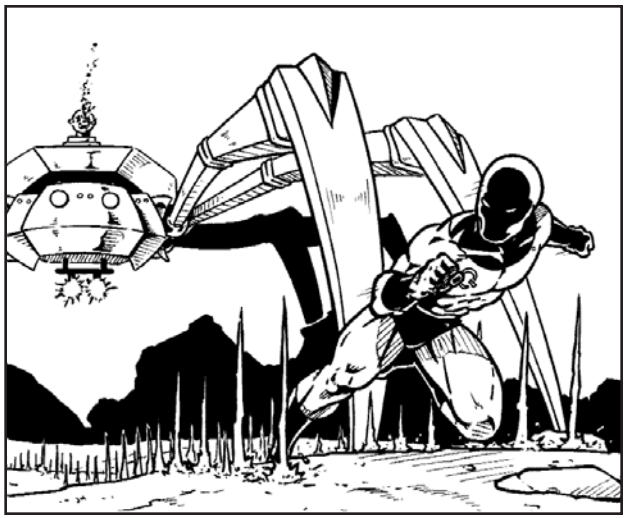
Additionally, the game master is encouraged to realize that often, simply knowing the answer to a question does not solve the problem. If a Detective unravels a mystery around which the entire adventure is crafted, he might still have to prove it to others, or track down guilty parties.

Table 2-5: The Detective Level Progression

Class Level	Attack Bonus	Fort Save	Ref Save	Will Save	Class Feature	Def * Bonus	Rep** Bonus
1	+0	+0	+1	+2	Informants, Detect Lie	+1	+1
2	+1	+0	+2	+3	Maintain Calm	+2	+1
3	+1	+1	+2	+3	Skill Mastery, Undercover	+2	+1
4	+2	+1	+2	+4	Uncanny Deduction	+3	+2

GADGETEER

The Gadgeteer is a hero or villain who not only gains his super powers through the use of gadgets, but is skilled at creating and modifying his own gadgets. He could be a master mechanic, an electrician, an arcane blacksmith, or a chemistry expert. The



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actual method by which he creates his gadgets is important only for storytelling, but the rule-based result is the same. Through cunning usage of their knowledge, Gadgeteers gain incredible flexibility in what powers they have access to.

Requirements

Feat: Any one feat related to the construction of gadgets. For mechanical devices, this might be Gearhead*, but if your gadgets are magical, Craft Wondrous Item** would be appropriate.

Skills: 10 ranks in any two skills related to the construction, destruction, or repair of gadgets. Craft (electronics) or Repair* could work, as could Disable Device, various Knowledge skills, or even Spellcraft, if those skills would be appropriate to your type of gadget.

Super Powers: Five different gadget-based super powers, for a total of at least 17 Hero Points.

Hit Die: d6.

Action Points: The Gadgeteer gains 6 + one-half character level Action Points each level. Ignore action points if you are playing Fantasy d20.

Class Skills

The Gadgeteer's class skills (and the key ability for each skill) are Alchemy** (Int), Appraise** (Int), Computer Use* (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Demolitions* (Int), Disable Device (Int), Knowledge (any) (Int), Open Lock (Dex), Profession (Wis), Repair* (Int), Use Magic Device (Cha).

Skill Points at Each Level: 4 + Int modifier. Humans get 1 additional skill point at each level after 1st.

Class Features

All of the following are class features of the Gadgeteer prestige class.

Boost (Ex): From his intricate understanding of how his gadgets work, the Gadgeteer can draw more power from them. At each level, he gains two virtual floating ranks. As an attack action he can assign these floating ranks to any single or combination of gadget-based super power(s) he currently possesses. This boost lasts perpetually, until the Gadgeteer reassigns the virtual ranks.

Since these ranks are virtual, they only increase the power of the gadget, and do not provide the normal effects of extra hit points, higher AC, or improved hardness. Because virtual ranks do not actually increase the power's total Hero Points, the Gadgeteer can use them to exceed the normal level-based limit on super power ranks, but he can add no more virtual ranks to a single power than that power's original Hero Point total.

Boost can be applied to any gadget with at least 1 hit point, even internal ones, but it does not function on gadgets with 0 or fewer hit points.

For example, Tinker Oddcog, a Smart 8/Hero 15/Gadgeteer 2, has 4 floating ranks to apply to his gadget-based powers. His arm cyclegun is heavily damaged in a battle with his heroic nemesis, Gale, so he uses his Boost ability to give it more power before she destroys it. Since the cyclegun is a gadget-based Projectile Attack power, he uses these extra ranks to improve his damage by +2d6 per attack, hoping to take out his rival quickly. If Gale manages to destroy the cyclegun, or if Tinker decides to enhance a different gadget, he can reassign the virtual ranks as an attack action.

Tinker (Ex): The Gadgeteer is skilled in modifying gadgets or creating wholly new ones. If he desires to switch a gadget (see Switching Gadgets, page 44), he can typically perform the switch himself, accomplishing the task much faster, though sometimes at less than full efficiency.

Instead of spending a day and making a Reputation check, the Gadgeteer can spend one hour and make a Repair* check (DC 10 + the gadget's total HrP cost) to accomplish the switch himself. If you are using Fantasy d20 rules, substitute a Disable Device check for Repair for all Gadgeteer abilities. If the check is a success, the Gadgeteer acquires the desired gadget or gadgets, but with half their normal hit points. If the check succeeds by 10 or more, the gadgets are acquired at full hit points. Tinkered gadgets with fewer than full hit points can be repaired just like normal gadgets.

Table 2-6: The Gadgeteer Level Progression

Class Level	Attack Bonus	Fort Save	Ref Save	Will Save	Class Feature	Def * Bonus	Rep** Bonus
1	+0	+0	+0	+2	Boost +2, Tinker	+0	+0
2	+1	+0	+0	+3	Boost +4, Expert Repair	+1	+0
3	+1	+1	+1	+3	Boost +6, Expert Jury-Rig	+1	+0
4	+2	+1	+1	+4	Boost +8, Gadget Rapport	+1	+0
5	+2	+1	+1	+4	Boost +10	+2	+1
6	+3	+2	+2	+5	Boost +12, Combine	+2	+1
7	+3	+2	+2	+5	Boost +14	+2	+1
8	+4	+2	+2	+6	Boost +16, Master Repair	+3	+1
9	+4	+3	+3	+6	Boost +18	+3	+2
10	+5	+3	+3	+7	Boost +20, Ingenious Tinker	+3	+2

The Gadgeteer can take 10 or take 20 on this check. This ability does not function on internal gadgets.

Expert Repair (Ex): Beginning at 2nd level, on any successful Repair* check to repair damage to a gadget, the Gadgeteer adds his level to the amount of damage repaired. This ability does not function on internal gadgets.

Expert Jury-Rig (Ex): Beginning at 3rd level, a Gadgeteer can make a Repair* check to jury-rig a damaged gadget once per round as a free action, instead of as a full-round action. This ability does not function on internal gadgets.

Gadget Rapport (Pw): At 4th level, the Gadgeteer gains the ability to redirect damage against his gadgets to himself. Whenever one of his gadgets would take damage, he may choose to have the damage instead be dealt to him. If the Gadgeteer has some form of invulnerability or damage reduction, use either that damage reduction or the gadget's hardness (whichever is lowest) to reduce the damage to the Gadgeteer. If the Gadgeteer has no damage reduction of his own, the gadget's hardness does not reduce the damage to him at all.

The Gadgeteer cannot use this ability if a single attack damages both himself and his gadgets (such as a *fireball*). However, bear in mind that objects are usually only damaged if they are specifically targeted, or if the person who has the object fails a saving throw.

Combine (Pw): By 6th level, the Gadgeteer has developed a great ingenuity for making gadgets work together synergistically.

As a full-round action, the Gadgeteer can combine any two gadgets, using the power of one to enhance another. Often this combination is quite ingenious, such as

having a steam-powered pair of wings use the heat from a flamethrower to burn hotter and move more quickly. The iconic Gadgeteer, Tinker Oddcog, has the natural ability to merge himself with mechanical devices, so he can use his powers to physically combine two gadgets into one. Regardless of whether the player can think of an excuse for how the combination works, the Gadgeteer character is assumed to be able to figure these things out.

The two gadgets must either be in the possession of the Gadgeteer himself, or be available for use. The Gadgeteer can use the gadgets of others, but only if they are unattended or if the person lets the Gadgeteer use the item. The Gadgeteer then chooses one of the two gadgets to provide power, and the other to be enhanced. Divide the total hero point cost of the gadget to provide power by half. The gadget that is being enhanced gains that many bonus Hero Points, though it cannot exceed the total level-based limit for super power cost.

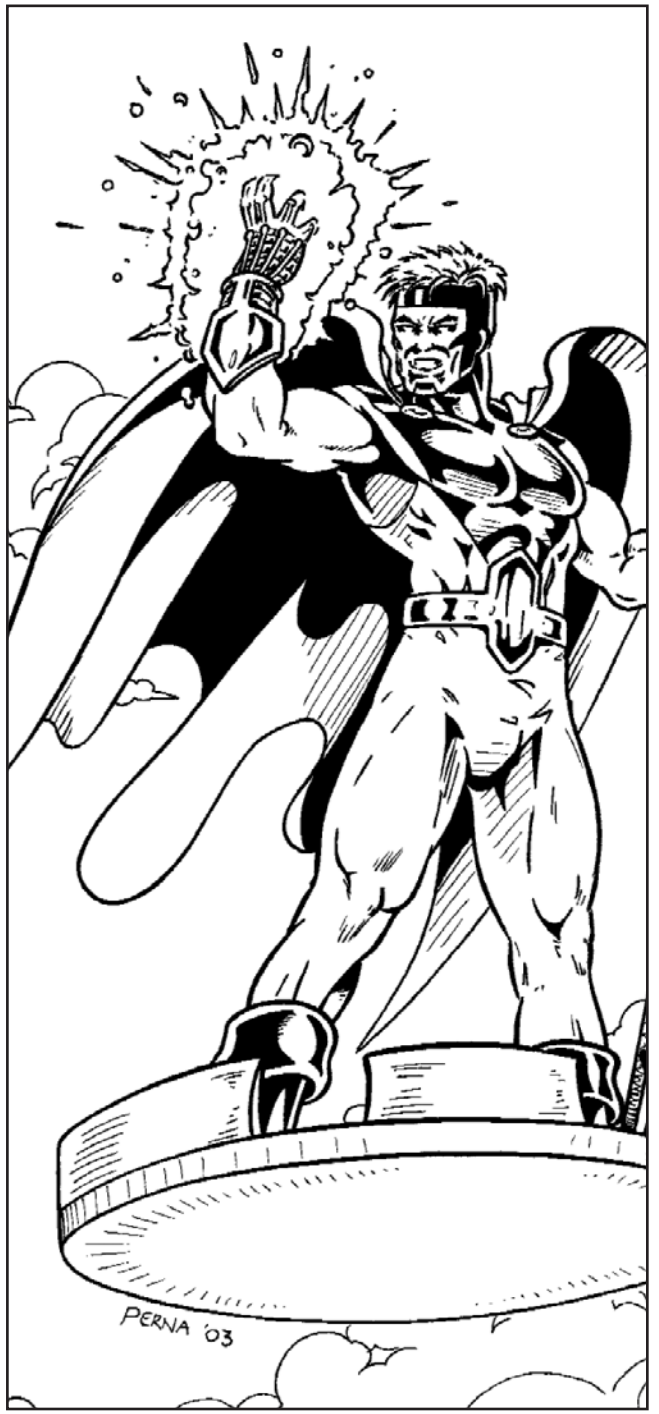
These extra Hero Points can be spent to improve the power as usual. Unlike the Boost ability, they *do* add to total hit points, AC, and hardness of the gadget, since the gadget is being physically combined with another.

The Gadgeteer can end the combination as a free action if he is within arm's reach of the gadgets. Otherwise the combination lasts as long as the Gadgeteer stays within arm's reach, and for up to 1 round per level thereafter. During this time, the Gadgeteer must devote all his attention to keeping the combination functional, much the same as a spellcaster concentrating on a spell. If the Gadgeteer takes damage while maintaining the combined gadget, he must make a Concentration check (DC 10 + damage dealt + total HrP cost of the two gadgets), or else his concentration is disrupted and the gadgets revert to normal.

Additionally, the gadget which is providing power becomes inoperable. When the combination ends, these benefits go away, and any damage dealt to the gadget is divided evenly between the two combined gadgets.

For example, Tinker, a Smart 8/Hero 15/Gadgeteer 6, needs to pass through the flaming wreckage of a train he derailed. His suit is constantly pumped with coolant (Elemental Resistance [fire], 9 HrPs), but it's not nearly enough. He uses his skills and innate super powers to merge the steam-powered energy supply of his exoskeletal claw (Improved Weaponry, 16 HrPs) with the pumps of his suit. This grants 8 extra Hero Points to his Elemental Resistance power, making it sufficient to resist 50 points of heat damage per round. While concentrating, he can only take one move action per round, so he slowly picks his way through the wreckage to make sure he killed the man he was aiming for.

This ability does not function on internal gadgets or on gadgets with 0 or fewer hit points.



Master Repair (Pw): A 8th level Gadgeteer has a masterful touch with damaged gadgets, and can repair them as easily as if he were a sculptor remolding clay. As long as the Gadgeteer has appropriate tools, he can make a Repair* check to repair damaged gadgets as a full-round action, instead of requiring a full hour. The DC of this Repair* check is increased by +5.

This ability does not function on internal gadgets.

Ingenious Tinker (Ex): At 10th level, the Gadgeteer masters his tinkering skills. If he has the proper tools to perform repairs on his gadgets, he is able to modify them with great celerity. As long as he has sufficient equipment to repair a gadget that he wishes to exchange, he may use his Tinker ability, above, to modify a gadget so it has two functions, which can be switched easily. The Repair* check DC is the same, and it still requires one hour to perform, but he keeps his original gadget(s), and acquires gadgets in exchange, which much have the same total cost in Hero Points. Thereafter, as an attack action he can switch the device between the two sets of powers. At any one time, the Gadgeteer can have a maximum number of Hero Points equal to his total character level alloted to this switchable device.

For example, in preparation for one of his terrorist activities, Tinker (Smart 8/Hero 15/Gadgeteer 10) has designed a gasoline-powered backpack which provides an air-pump that lets him breathe underwater (Water-breathing, 1 HrP), a primitive sonar helmet (Blindsight, 4 HrPs), and an engine to propel him through the water (Super Speed, 8 HrPs). However, once he exits the water, these two gadgets convert into a rotorothopter backpack (Flight, 6 HrPs) with an attached flamethrower (Energy Attack, 7 HrPs). As an attack action he can switch between either the aquatic version or the aerial version, both of which have a cost of 13 Hero Points. He could have up to 30 HrPs of switchable powers at one time.

Menacing Vigilante

The Menacing Vigilante is a grim figure, working outside the law to combat crime, with such a frightening reputation that his presence alone is often enough to defeat his foes. At odds with authorities and criminals alike, he brings his own brand of justice to the streets. Menacing vigilantes are often loners; they don't work well in teams and are resentful of being ordered by others.

Requirements
Base Attack Bonus: +6.
Gather Information: 10 ranks.
Intimidate: 10 ranks.
Reputation: If you're using the Reputation rules presented in this book, you must have a reputation of at least 18. Otherwise, you must be well-known enough in a large urban area that the average person knows of you, or at least of your deeds. Additionally, you must have enemies with both legal authorities and with criminals, though you may have some scattered allies in either group.

Hit Die: d10.

Action Points: The Menacing Vigilante gains 6 + one-half character level Action Points each level. Ignore action points if you are playing Fantasy d20.

Class Skills
The Menacing Vigilante's class skills (and the key ability for each skill) are Bluff (Cha), Disable Device (Int), Disguise (Cha), Drive* (Dex), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo** (Wis), Intimidate (Cha), Knowledge (streetwise*/local**) (Int), Listen (Wis), Move Silently (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Use Rope** (Dex).

Skill Points at Each Level: 4 + Int modifier. Humans get 1 additional skill point at each level after 1st.

Class Features
All of the following are class features of the Menacing Vigilante prestige class.

Debt of Justice: The Menacing Vigilante's powers over criminals comes from his reputation for fearsomeness. He must always avenge wrongdoings he wit-

nesses, or else risk losing his powers. Whenever he is involved in an encounter against a criminal foe, he becomes obligated to defeat that foe. If he does not fulfill this debt of justice within a week, word may circulate that the Vigilante is becoming less of a menace to the criminal element (whether the criminal would actually let the news spread is up to the game master). If this is the case, the Menacing Vigilante loses access to most of his class abilities until he again establishes his fearsomeness, often by violently or mockingly defeating a prominent criminal. The Vigilante retains his attack bonus, hit points, saving throw progression, vengeful wrath, and vigilant pursuit abilities, but loses all other class abilities (aura of menace, informants, darker menace, and indomitable menace).

The game master is advised to be somewhat lenient with this restriction. If the Vigilante takes out thirty thugs in the span of a minute, and one single thug escapes, his account is not likely to reduce the awe that surrounds the Vigilante. However, if the Vigilante is ever defeated or nearly killed, his reputation should suffer. If a very powerful criminal foe defeats him, as long as the Vigilante at least strikes back in some manner, he will remain a ominous foe in the minds of common criminals, and thus will retain his powers completely. The Vigilante should not be penalized for confronting foes who are too powerful for him.

Informants: Because of his contacts with both legal and underworld powers, the Menacing Vigilante has great resources for information gathering. In areas where he has contacts, it takes at most an hour for the Vigiliante to make Gather Information checks, and he adds his class level to Gather Information checks.

Vengeful Wrath (Pw): If the Menacing Vigilante sees someone harm innocents, that person incurs the Vigilante's wrath. As long as that person does not leave the Vigilante's sight for more than a minute, the Vigilante gains bonuses against that person. At 1st level, a Vigilante gains a +1 dodge bonus to AC, a +1 bonus to Intimidate checks and attack rolls, and +1d6 bonus damage dice on any attacks (physical, magical, or heroic) he makes when confronting those who have incurred his wrath.

Table 2-7: The Menacing Vigilante Level Progression

Class Level	Attack Bonus	Fort Save	Ref Save	Will Save	Class Feature	Def * Bonus	Rep** Bonus
1	+1	+2	+1	+0	Debt of Justice, Informants, Vengeful Wrath +1/+1d6	+0	+2
2	+2	+3	+2	+0	Aura of Menace	+1	+2
3	+3	+3	+2	+1	Vigilant Pursuit, Vengeful Wrath +2/+2d6	+1	+2
4	+4	+4	+2	+1	Darker Menace	+1	+3
5	+5	+4	+3	+1	Indomitable Menace, Vengeful Wrath +3/+3d6	+2	+3

Menacing Vigilantes show criminals no justice...

These bonuses apply against all foes, not just the ones who specifically harmed innocents, as long as at least one of the Vigilante's targets has not been out of sight for more than a minute.

At 3rd level, this bonus increases to +2 AC, +2 to Intimidate checks and attack rolls, and +2d6 damage. At 5th level the bonus increases to +3 and +3d6.

Harming innocents is best defined as causing physical injury to people who are not and who show not intention of becoming involved in combat now or in the immediate future.

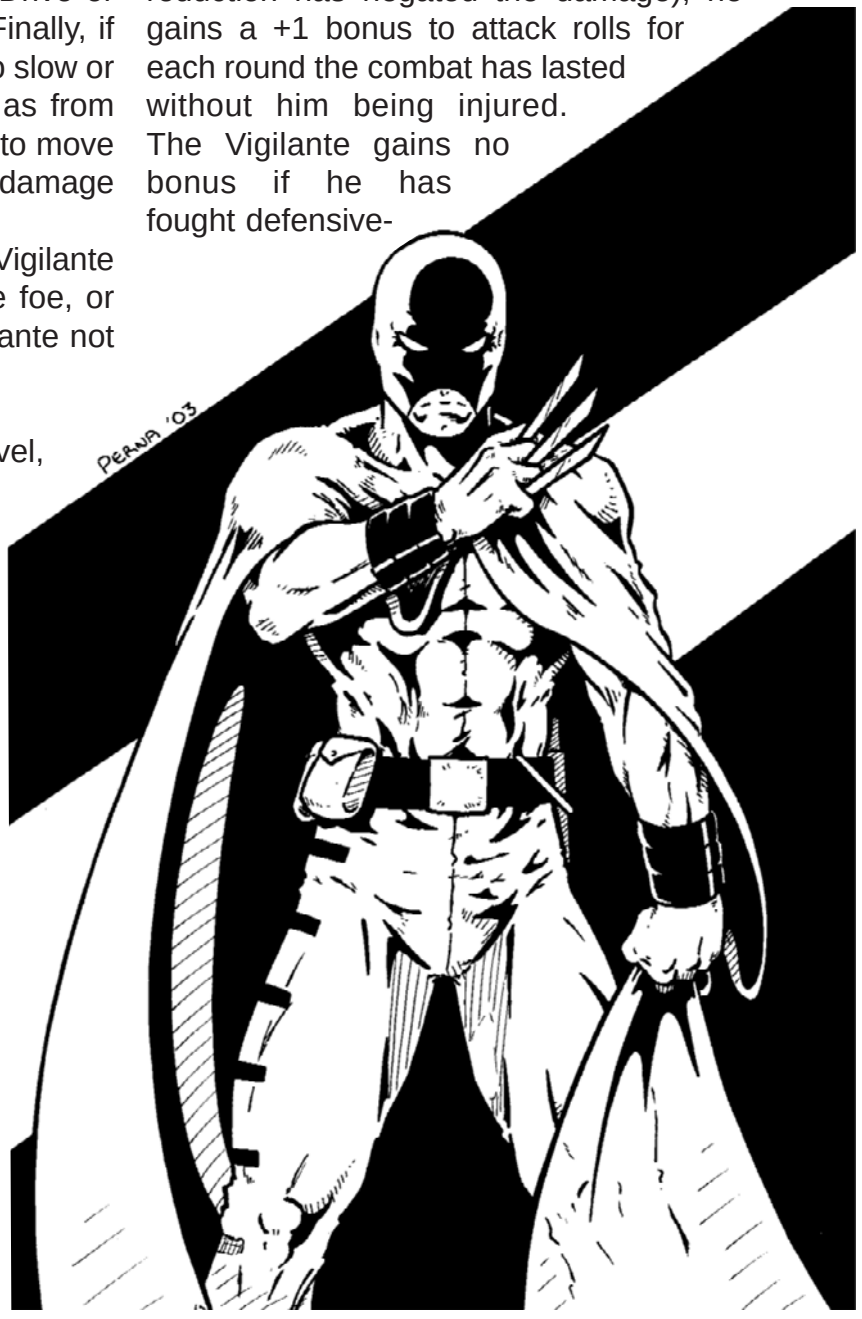
Aura of Menace (Pw): By 2nd level, the fear that surrounds the Menacing Vigilante becomes almost palpable, causing a righteous aura to surround the Vigilante when he fights or becomes angry. At the beginning of any hostile encounter, the Vigilante may make an Intimidate check as a free action. Any hostile creature within a 20-foot radius of the Vigilante must make a Will save against a DC equal to the Vigilante's Intimidate check result. Those who fail become shaken. A shaken creature suffers a -2 morale penalty on attack rolls, weapon damage rolls, and saving throws. This effect lasts for one day, or until the shaken creature successfully hits the Vigilante. A creature that has resisted or broken the effect cannot be affected again by that Vigilante's aura for one day.

Vigilant Pursuit (Pw): At 3rd level, if a foe who has incurred the wrath of the Menacing Vigilante leaves his sight, the Vigilante gains bonuses to pursue his foe. The Vigilante, or whatever means of transportation he is using (mount or vehicle), gains a +5 ft. bonus to speed per level, and the Vigilante gains a +2 bonus to Drive or Ride checks to pursue his target. Finally, if the Vigilante would normally have to slow or stop because of exhaustion, such as from extended running, he can continue to move at full speed, but takes 1 point of damage per round.

These bonuses last until the Vigilante comes within melee reach with the foe, or until a minute passes with the Vigilante not seeing the foe he is pursuing.

Darker Menace (Pw): By 4th level, the Menacing Vigilante's Aura of Menace has strengthened to the point that it can force his foes to cower. Opponents with fewer than 4 hit dice who fail their Will save to resist the Vigilante's aura of menace begin to cower. They are frozen in fear, losing their Dexterity bonus to AC (if any), and unable to take any actions. Foes gain a +2 bonus to hit cowering characters. They remain cowering for one minute, but their fear is broken if the Vigilante himself attacks any of them. After the cowering effect wears off, they still remain shaken as normal.

Indomitable Menace (Pw): At 5th level, the Menacing Vigilante gains the ability to draw strength from his opponents' fears. When involved in combat, if the Vigilante has not taken damage yet (or if damage reduction has negated the damage), he gains a +1 bonus to attack rolls for each round the combat has lasted without him being injured. The Vigilante gains no bonus if he has fought defensive-



ly or taken some other action to increase his AC at the expense of his attack abilities (Expertise feat, total defense, a defensive spell), or if he has taken any damage during this encounter. For example, if the Vigilante were shot in the first round of combat, but then went unharmed for several rounds, he would not gain any bonus, because his invincible composure would be compromised.

This bonus cannot increase beyond +10, and lasts only for as long as the combat encounter endures. Even if new opponents who have not witnessed the Vigilante's indomitability enter combat, the Vigilante retains this bonus because it is his own sense of power than emboldens him. For this reason, trickery to deceive his foes, or magical fear effects cannot substitute for fighting and not being harmed.

Mentor

The Mentor is more of a support character class than a front line hero, although he is perfectly capable of adopting this role when necessary. Possessed of knowledge, wisdom and skill, the mentor provides much needed advice, training and medical care. In some cases, the mentor has a position of authority; in others, his is more of an advisory role. Whatever the case, it usually pays to heed the advice and judgement of a Mentor.

Sometimes, but not often, the Mentor may possess Hero super powers of some kind. In these cases, the super powers tend to be more cerebral than physical.

Requirements

Other: One talent from the Smart hero Strategy tree, or the Charismatic hero Leadership tree, or the Leadership feat**. Alternately, you must be mentoring another hero.

Knowledge (any two): 8 ranks each.

Hit Die: d6.

Action Points: The Mentor gains 6 + one-half character level Action Points each level. Ignore action points if you are playing Fantasy d20.

Class Skills

The Mentor's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Gather Information (Cha), Heal (Wis), Knowledge (any) (Int), Perform (Cha), Profession (Wis), Sense Motive (Wis), Speak Language. See Chapter 4: Skills in the Player's Handbook for skill descriptions.

Mentors provide a guiding force to heroes who have not yet mastered using their mighty powers.

Skill Points at Each Level: 8 + Int modifier. Humans get 1 additional skill point at each level after 1st.

Class Features

All of the following are class features of the Mentor prestige class.

Bonus class skills: The Mentor may pick any two extra skills to be class skills, even restricted skills, though he must have at least one rank in each of the skills he chooses.

Font of Knowledge: The Mentor adds his class level to Intelligence checks for all Knowledge checks, even ones he performs untrained (which are effectively just Intelligence checks).

Inspire Courage (Pw): A number of times per day equal to his class level, the Mentor may use words of wisdom or oratory to inspire others to acts of bravery and courage. To be affected, an ally must hear the Mentor speak for a full round, and must be within 30 feet. At the end of the first full round, all allies within earshot gain a +2 morale bonus to saving throws against charm and fear effects and a +1 morale bonus to attack and weapon damage rolls. This effect lasts as long as the Mentor continues talking, and for 5 rounds thereafter. Even if the inspired ally goes beyond range of hearing, the effect continues for 5 more rounds.

While providing this inspiration, the Mentor can fight, but cannot use any abilities that require vocalizations, such as spells or command-word activated items.

Additionally, if the Mentor spends at least 2 minutes talking to his allies before any actual conflict, the inspiring effects persist dormantly for up to half an hour, with the 5-round duration not beginning until the inspired allies actually begin a dangerous encounter. Thus, though the Mentor himself might not go with his allies to face a foe, he can inspire them, and as long as they face their foe within half an hour, they will benefit from 5 rounds of the above bonuses.

Knowledgeable Mentor: At 2nd level, if the Mentor spends a day training someone with no ranks in a Knowledge skill that the Mentor possesses at least 4 ranks in, that student gains 3 virtual ranks in that skill, lasting for one week. A student cannot be trained in more than two skills in this fashion, even if she is assisted by several Mentors.

Inspire Competence (Pw): Beginning at 2nd level, the Mentor may expend one of his Inspire Courage usages for the day to instead help an ally succeed at a task. The ally must be able to see and hear the Mentor, and must be within 30 feet. The ally gets a +2 competence bonus on her skill checks with a particular skill as long as she continues to hear the Mentor's calming or inspiring advice. The game master may rule that certain uses of this ability are infeasible, such as providing audible inspiration to help an ally move silently. The Mentor can maintain the effect for 2 minutes, usually long enough for the ally to take 20 on her skill check.

First Aid: By 3rd level, the Mentor has learned enough from aiding the recovery of his allies and students to become expert at treating wounds. Due to his intimate knowledge of those he trains, he adds his class level to Treat Injury checks when tending to those he teaches and mentors, or when tending to himself.

If using Fantasy d20 rules, with a successful Heal check (DC 15), the Mentor may heal 1d8 points of damage to a character he mentors, or 1d4 points of damage to himself. This ability may be used on any given creature only once per day. First aid requires 3 full rounds to administer.

Bonus Language: At 3rd level, the Mentor learns a new language.

Inspire Greatness (Pw): Starting at 4th level, the Mentor may expend one of his Inspire Courage usages for the day to instead inspire truly great heroism in one single ally. Like Inspire Courage, the

Table 2-8: The Mentor Level Progression

Class Level	Attack Bonus	Fort Save	Ref Save	Will Save	Class Feature	Def * Bonus	Rep** Bonus
1	+0	+2	+0	+2	Bonus class skills, Font of Knowledge, Inspire Courage	+1	+0
2	+1	+3	+0	+3	Inspire Competence, Sage Knowledge	+2	+0
3	+2	+3	+1	+3	Bonus Language, First Aid	+2	+1
4	+3	+4	+1	+4	Inspire Greatness	+3	+1
5	+3	+4	+1	+4	Renew Vigor, Sage Knowledge	+3	+1

Mentor must be heard for at least one full round to Inspire Greatness, and similarly, the inspiring effect lasts as long as the ally can hear the Mentor continue to speak, and for 5 rounds thereafter. Also, the inspiring effect can persist dormantly until it is needed, lasting for 5 rounds once danger actually begins, though like with Inspire Courage, this requires the Mentor to spend at least two minutes providing advice and uplifting his ally's spirits.

An ally affected by Inspire Greatness gains a +2 morale bonus on attacks, a +1 morale bonus on Fortitude saves, and two temporary hit dice (d10s, modified by the character's Constitution modifier).

Renew Vigor (Pw): At 5th level, the Mentor may expend one of his daily usages of Inspire Courage to bolster the wills of his allies, allowing them to shrug off minor injuries and continue fighting if necessary. To be affected, allies must listen to the Mentor speak for at least one full round. At the end of this round, affected allies heal 1 hit point per level, much as if they had rested for a day. This does not help those who are already unconscious or dead.

Heroic Templates

Here are presented a few sample sets of powers that you can acquire by taking levels of Hero. If you don't want to spend much time making your own character's powers, you can just choose one of these templates.

These templates - the Blaster, Flyer, and Tank-are scaled sets of powers, presented with a rate of advancement much the same way that normal classes are presented. These "sub-classes" use the exact same rules as the Hero class, but provide a fast and easy way for players to make characters without having to ponder over all the possible powers available. They are especially useful for game masters, however, who sometimes have need for a super-powered character on the spot. Since it takes at least several minutes to make a character from scratch, these templates make NPC-creation much faster and easier. Each template is presented at 1st, 5th, 10th, and 20th level. If a template has spare Hero Points left over after paying for its key powers, spend the extra Hero Points on whatever super powers you want.

Though alternate costs are presented in Chapter Eight for how powers should be priced differently with Fantasy d20 rules,

the costs of the powers below are what they would be in a modern setting, since more people will be using these rules with Modern d20.

Also note that the Hero Point costs for each template is listed twice, once for PCs and prominent NPCs, and once for minor NPCs and monsters. In the entries for each power, the costs are only shown for PCs and prominent NPCs. See Reduced Cost for NPCs, page 52, for more information.

The templates are presented in the following format:

Template Name

Primary Template Cost: Cost for a PC or important NPC to take this template, and the minimum level required.

Spare HrPs: The number of Hero Points you will have left if you take only Hero levels to reach the minimum level. For example, pretend that the Mutantboy template that costs 20 HrPs but has a power that cannot be acquired until 5th level. Since 5 levels of Hero would grant a total of 40 HrPs, if you are a 5th-level Hero with no other classes, you will have 20 spare HrPs after taking the Mutantboy template. Spare HrPs are not listed for the Minor NPC costs.

Minor NPC or Monster Template Cost: The cost for a minor NPC or monster to take this template.

Description of template.

List of Powers, presented in the following short format.

Power Name (total Hero Point cost): *Source of power* (gadget, mystic, genetic, etc.). *Activated or Persistent*. *Effect*. Details and sensory specifics. *Saving throw to resist. Base rank. Bonus abilities* (ranks required). Restrictions *(HrPs discounted). Special notes.*

Blaster

The Blaster is sort of a sub-class of the Hero class. Using the rules of the Hero class, the Blaster is a quick set of powers for you to choose if you are in a rush to create a character. They focus primarily on energy-based attacks, and as they reach higher levels of power, begin to focus on manipulating energy in different ways. When creating a blaster, choose one type of energy, to which all his powers will apply.

Weak Blaster

Primary Template Cost: 8 HrPs, minimum level 1.
Spare HrPs: 0.
Minor NPC or Monster Template Cost: 7 HrPs, minimum level 1.

Attack, Energy (3 HrPs): *Activated*. As an attack action you can shoot a ray of energy to range of 10 ft., dealing 2d6 points of energy damage. *Base rank 1*. *Increased damage (2 ranks)*.

Elemental Resistance (3 HrPs): *Persistent*. You gain energy resistance 4 against your chosen form of energy. *Base rank 2.* Increased resistance x3 (*3 ranks*). Affects only one energy type *(3 rank reduction)*.

Super Accuracy (2 HrPs): *Persistent*. You gain a +2 bonus to attack rolls with your energy attack. *Base rank 2*. Increased effect (*2 ranks*). Affects only a single attack form *(2 HrP reduction)*.

Lesser Blaster

Primary Template Cost: 26 HrPs, minimum level 4.
Spare HrPs: 14.
Minor NPC or Monster Template Cost: 25 HrPs, minimum level 4.

Attack, Energy (7 HrPs): *Activated*. As an attack action you can shoot a ray of energy to Close range, dealing 3d6 points of energy damage. *Base rank 1*. Close *(2 ranks)*, increased damage x2 *(4 ranks)*.

Elemental Resistance (7 HrPs): *Persistent*. You gain energy resistance 10 against your chosen form of energy. *Base rank 2*. Increased resistance x9 (*9 ranks*). Affects only one energy type (*4 HrP reduction*).

Gain Feat (2 HrPs): Gains the feat Point-blank Shot.

Shield (4 HrPs): *Activated*. You can create a shield of energy in front of yourself, granting a +7 bonus to AC against attacks coming from a chosen 180-degree arc. As a free action once per round you can reassign the angle of the arc, but the shield does not move from the square in which you create it, and it vanishes if you move more than a few feet from it. *Base rank 4*.

Super Accuracy (6 HrPs): *Persistent*. You gain a +5 bonus to attack rolls with your energy attack. *Base rank 2*. Increased effect x3 (*6 ranks*). Affects only a single attack form (*2 HrP reduction*).

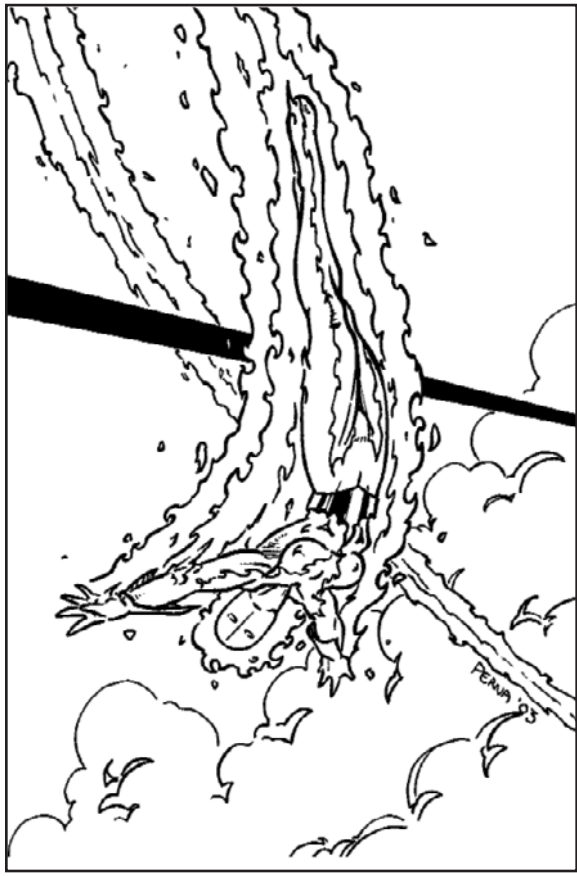
Moderate Blaster

Primary Template Cost: 58 HrPs, minimum level 10.
Spare HrPs: 22.
Minor NPC or Monster Template Cost: 57 HrPs, minimum level 10.

Attack, Energy (13 HrPs): *Activated*. As an attack action you can shoot a ray or 5-ft. wide line of energy to Medium range, dealing up to 4d6 points of energy damage. Base rank 1. Close (*2 ranks*), medium (*1 ranks*), line (*1 rank*), increased damage x3 (*6 ranks*), adjustable (*2 ranks*).

Elemental Resistance (9 HrPs): *Persistent*. You gain energy resistance 20 against your chosen form of energy. *Base rank 2*. Increased resistance x9 (*9 ranks*), greater resistance x2 (*2 ranks*). Affects only one energy type (*4 HrP reduction*).

Energy Absorption (12 HrPs): *Persistent*. Whenever your Energy Resistance would reduce damage from

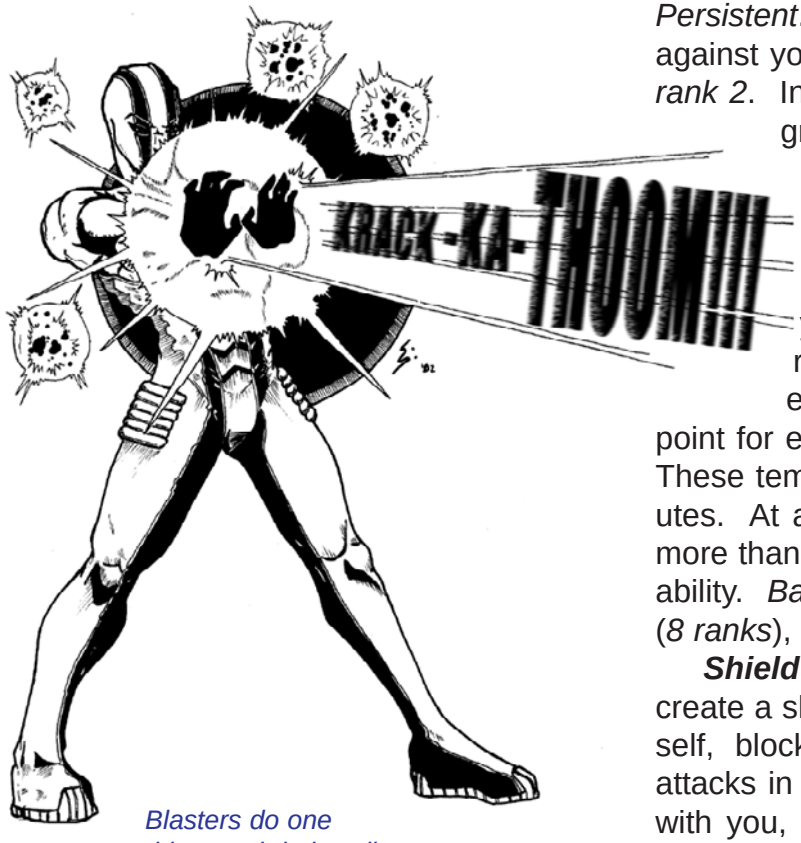


your chosen element, you gain 3 temporary hit points for every 5 points of damage resisted. These temporary hit points last for 10 minutes. At any given time, you cannot have more than 10 temporary hit points from this ability. Base rank 8. Faster absorption x2 (4 ranks).

Gain Feat (2 HrPs): Gains the feat Point-blank Shot.

Shield (9 HrPs): *Activated*. You can create a shield of energy in front of yourself, granting a +7 bonus to AC against attacks coming from a chosen 180-degree arc. As a free action once per round you can reassign the angle of the arc. The shield moves with you, covering the same angle unless you choose for it to move or disappear. *Base rank 4*. Mobile shield (*5 ranks*).

Super Accuracy (13 HrPs): *Persistent*. You gain a +7 bonus to ranged attack rolls. *Base rank 2*. Increased effect x6 (*12 ranks*). Affects only ranged attacks form (*1 HrP reduction*).



Blasters do one thing, and do it well.

Greater Blaster

Primary Template Cost: 99 HrPs, minimum level 19.
Spare HrPs: 61.
Minor NPC or Monster Template Cost: 98 HrPs, minimum level 19.

Attack, Energy (22 HrPs): *Activated*. As an attack action you can shoot a ray, a 5-ft. wide line, or a cone of energy to Long range, dealing up to 7d6 points of energy damage. *Base rank 1*. Close (*2 ranks*), medium (*1 rank*), long (*1 rank*) line (*1 rank*), cone (*2 ranks*), increased damage x6 (*12 ranks*), adjustable (*2 ranks*).

Elemental Resistance (15 HrPs): *Persistent*. You gain energy resistance 50 against your chosen form of energy. *Base rank 2*. Increased resistance x9 (*9 ranks*), greater resistance x8 (*8 ranks*). Affects only one energy type (*4 HrP reduction*).

Energy Absorption (21 HrPs): *Persistent*. Whenever your Energy Resistance would reduce damage from your chosen element, you gain 1 temporary hit point for every 1 point of damage resisted. These temporary hit points last for 10 minutes. At any given time, you cannot have more than 15 temporary hit points from this ability. *Base rank 8*. Faster absorption x4 (*8 ranks*), higher limit x5 (*5 ranks*).

Shield (22 HrPs): *Activated*. You can create a shield of energy surrounding yourself, blocking all incoming and outgoing attacks in all directions. The shield moves with you, covering the same angle unless you choose for it to move or disappear. *Base rank 4*. Mobile shield (*5 ranks*), full arc (*8 ranks*), full shield (*5 ranks*).

Super Accuracy (19 HrPs): *Persistent*. You gain a +10 bonus to ranged attack rolls. *Base rank 2*. Increased effect x9 (*18 ranks*). Affects only a ranged attacks (*1 HrP reduction*).

Flyer

Like the Blaster, the Flyer is sort of a sub-class of the Hero class. Using the rules of the Hero class, the Flyer is a quick set of powers for you to choose if you are in a rush to create a character. Flyers focus primarily on speed, maneuverability, and flight. Their limited attack powers are usually based on ramming things at high speeds.

Weak Flyer

This is an inappropriate level for a flyer template, since the flight power usually cannot be acquired until at least 5th level.

Lesser Flyer

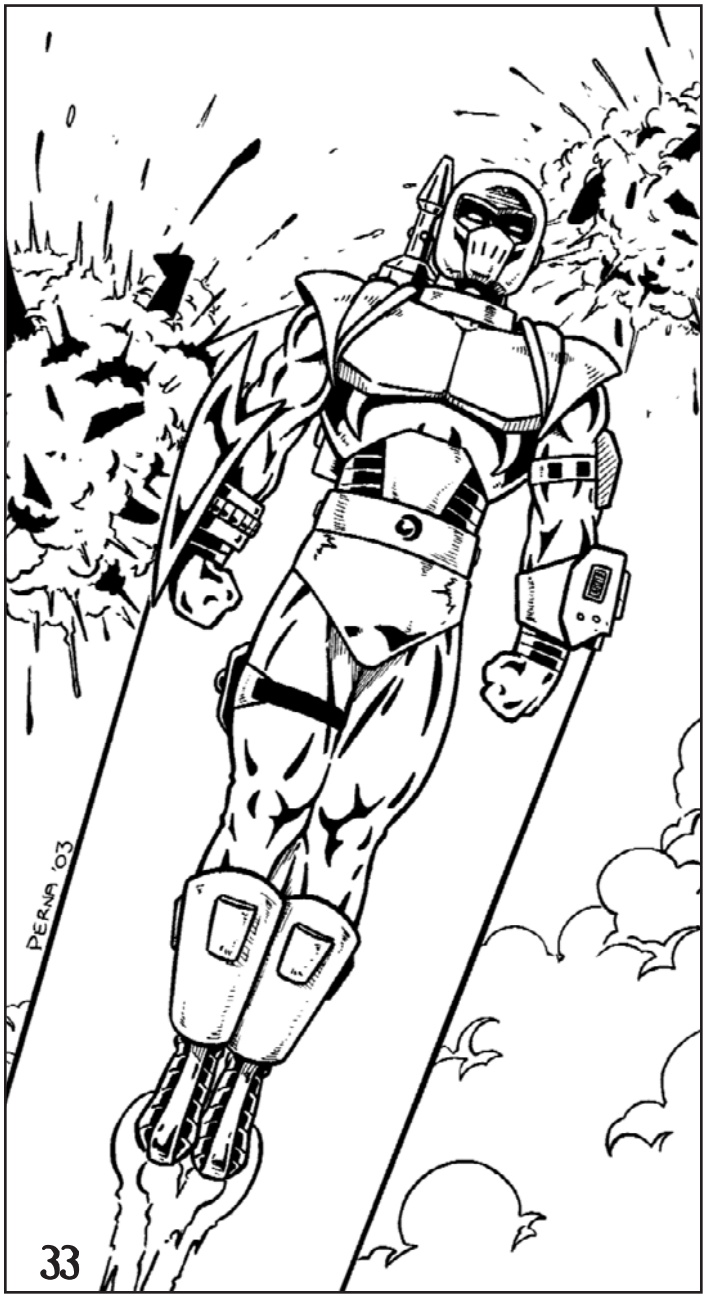
Primary Template Cost: 38 HrPs, minimum level 5.
Spare HrPs: 2.
Minor NPC or Monster Template Cost: 37 HrPs, minimum level 5.

Evasion (6 HrPs): *Persistent*. You gain the evasion ability, as the Fast Hero ability of the same name. *Base rank 6*.

Flight (8 HrPs): *Persistent*. You can fly

at your base speed, with a maneuverability of poor. *Base rank 8*.

Heightened Defenses (haste) (8 HrPs): *Persistent*. You gain a +4 haste bonus to AC. *Base rank 2*. Increased effect x3 (*6 ranks*).



Super Agility (8 HrPs): *Persistent*. You gain a +4 bonus to initiative, AC, Reflex saves, and Dex-based checks. *Base rank 2*. Increased effect x3 (*6 ranks*).

Super Speed (8 HrPs): *Persistent*. Your base speed is increased by +80 ft. *Base rank 1*. Increased speed x7 (*7 ranks*).

Moderate Flyer

Primary Template Cost: 66 HrPs, minimum level 9.
Spare HrPs: 6.
Minor NPC or Monster Template Cost: 59 HrPs, minimum level 9.

Evasion (6 HrPs): *Persistent*. You gain the evasion ability, as the Fast Hero ability of the same name. *Base rank 6*.

Flight (12 HrPs): *Persistent*. You can fly at your base speed, with a maneuverability of good. *Base rank 8.* Improved maneuverability x2 (*4 ranks*).

Haste (12 HrPs): *Persistent*. You can take one extra partial action each round. *Base rank 12*.

Heightened Defenses (haste) (10 HrPs): *Persistent*. You gain a +6 haste bonus to AC. *Base rank 2*. Increased effect x5 (*10 ranks*).

Impact Resistance (2 HrPs): *Persistent*. You ignore the first two dice of damage from impacts and collisions. *Base rank 2*.

Super Agility (12 HrPs): *Persistent*. You gain a +6 bonus to initiative, AC, Reflex saves, and Dex-based checks. *Base rank 2*. Increased effect x5 (*10 ranks*).

Super Speed (12 HrPs): *Persistent*. Your base speed is increased by +200 ft. *Base rank 1*. Increased speed x9 (*9 ranks*), greater speed (*2 ranks*).

Greater Flyer

Primary Template Cost: 119 HrPs, minimum level 19.
Spare HrPs: 41.
Minor NPC or Monster Template Cost: 97 HrPs, minimum level 19.

Danger Sense (11 HrPs): *Persistent*. You are never surprised or caught flat-footed. *Base rank 11*.

Evasion (6 HrPs): *Persistent*. You gain the evasion ability, as the Fast Hero ability of the same name. *Base rank 6*.

Flight (14 HrPs): *Persistent*. You can fly at your base speed, with a maneuverability of perfect. *Base rank 8*. Improved maneuverability x3 (*6 ranks*).

Haste (12 HrPs): *Persistent*. You can take one extra partial action each round. *Base rank 12*.

Heightened Defenses (haste) (20 HrPs): *Persistent*. You gain a +10 haste bonus to AC. *Base rank 2*. Increased effect x9 (*18 ranks*).

Impact Resistance (12 HrPs): *Persistent*. You ignore the first sixty-four dice of damage from impacts and collisions. *Base rank 2*. Doubled resistance x5 (*8 ranks*). This is enough resistance to be unharmed even if ramming at full super speed.

Super Agility (22 HrPs): *Persistent*. You gain a +11 bonus to initiative, AC,

Reflex saves, and Dex-based checks. *Base rank 2*. Increased effect x10 (*20 ranks*).

Super Speed (22 HrPs): *Persistent*. Your base speed is increased by +6,400 ft. *Base rank 1*. Increased speed x9 (*9 ranks*), greater speed x6 (*12 ranks*).

Tank

Like the Blaster and the Flyer, the Tank is sort of a sub-class of the Hero class. Using the rules of the Hero class, the Tank is a quick set of powers for you to choose if you are in a rush to create a character. Tanks focus primarily on strength, endurance, and physical might, though they tend to be vulnerable against aerial and ranged attacks.

Weak Tank

Primary Template Cost: 8 HrPs, minimum level 1.
Spare HrPs: 0.
Minor NPC or Monster Template Cost: 8 HrPs, minimum level 1.

Flyers combine speed, agility and great mobility, although they are light on combat powers.

Heightened Constitution (3 HrPs): *Persistent*. You gain a +2 bonus to your Constitution. *Base rank 3*.

Super Strength (4 HrPs): *Persistent*. You gain a +2 bonus to damage rolls and Strength-based checks, and an effective +4 Strength for the purposes of lifting, carrying, and throwing. *Base rank 2*. Increased effect (*2 ranks*).

Super Strike (1 HrP): *Persistent*. Your unarmed attacks are considered to have a +1 enhancement bonus for the purposes of defeating damage reduction. *Base rank 1*.

Lesser Tank

Primary Template Cost: 39 HrPs, minimum level 5.
Spare HrPs: 1.
Minor NPC or Monster Template Cost: 29 HrPs, minimum level 5.

Heightened Constitution (6 HrPs): Persistent. You gain a +4 bonus to your Constitution. Base rank 3. Increased effect (3 ranks).

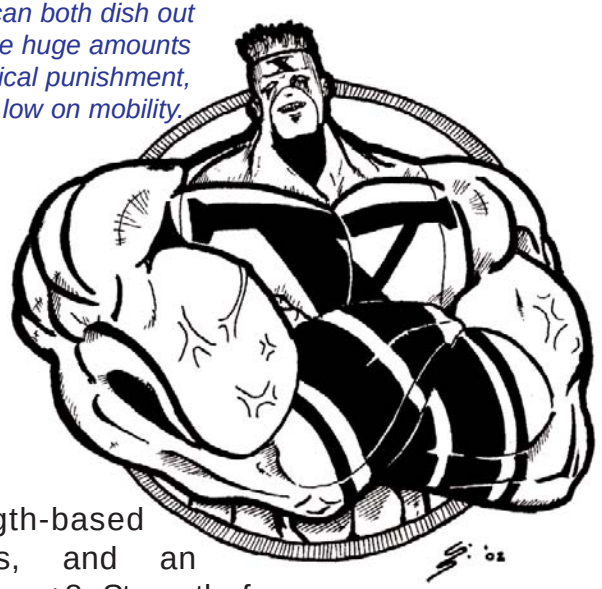
Heightened Defenses (natural armor) (6 HrPs): *Persistent*. You gain a +3 natural armor bonus to your AC. *Base rank 2*. Increased effect x2 (*4 ranks*).

Immunity to Critical Hits (8 HrPs): *Persistent*. You are immune to critical hits. *Base rank 8*.

Invulnerability (8 HrPs): *Persistent*. You gain DR 5/+1. *Base rank 2*. Increased resistance x2 (*2 ranks*), greater resistance (*3 ranks*).

Super Strength (8 HrPs): *Persistent*. You gain a +4 bonus to damage rolls and

Tanks can both dish out and take huge amounts of physical punishment, but are low on mobility.



Strength-based checks, and an effective +8 Strength for the purposes of lifting, carrying, and throwing. *Base rank 2*. Increased effect x3 (*6 ranks*).

Super Strike (3 HrPs): *Persistent*. Your unarmed attacks are considered to have a +2 enhancement bonus for the purposes of defeating damage reduction. *Base rank 1*. Increased effect (*2 ranks*).

Moderate Tank

Primary Template Cost: 74 HrPs, minimum level 9.
Spare HrPs: 6.
Minor NPC or Monster Template Cost: 57 HrPs, minimum level 9.

Fast Recovery (11 HrPs): *Persistent*. You heal 1 hit point per round. *Base rank 3*. Fast healing (*8 ranks*).

Heightened Constitution (12 HrPs): *Persistent*. You gain a +8 bonus to your

Constitution. *Base rank 3*. Increased effect x3 (*9 ranks*).

Heightened Defenses (natural armor) (12 HrPs): *Persistent*. You gain a +6 natural armor bonus to your AC. *Base rank 2*. Increased effect x5 (*10 ranks*).

Invulnerability (12 HrPs): *Persistent*. You gain DR 5/+2. *Base rank 2*. Increased resistance x2 (*2 ranks*), greater resistance x2 (*6 ranks*).

Mighty Lifting (2 HrPs): *Persistent*. Effective +10 strength for lifting, carrying, and throwing, and can wield weapons and carry items as if you are one size category larger. *Base rank 2*.

Super Health (8 HrPs): *Persistent*. You gain a +4 bonus to all Constitution-based checks and Fortitude saves, plus an effective +8 Consititution for the purposes of endurance and holding your breath. *Base rank 8.*

Super Strength (12 HrPs): *Persistent*. You gain a +6 bonus to damage rolls and Strength-based checks, and an effective +12 Strength for the purposes of lifting, carrying, and throwing. *Base rank 2*. Increased effect x5 (*10 ranks*).

Super Strike (5 HrPs): *Persistent*. Your unarmed attacks are considered to have a +3 enhancement bonus for the purposes of defeating damage reduction. *Base rank 1*. Increased effect x2 (*4 ranks*).

Greater Tank

Primary Template Cost: 158 HrPs, minimum level 20.

Spare HrPs: 2.

Minor NPC or Monster Template Cost: 127 HrPs, minimum level 20.

Fast Healing (15 HrPs): *Persistent*. You heal 5 hit point per round. *Base rank 3*. Fast healing (*8 ranks*), increased healing x2 (*4 ranks*).

Heightened Constitution (21 HrPs): *Persistent*. You gain a +14 bonus to your Constitution. *Base rank 3*. Increased effect x6 (*18 ranks*).

Heightened Defenses (natural armor) (22 HrPs): *Persistent*. You gain a +11 natural armor bonus to your AC. *Base rank 2*. Increased effect x10 (*20 ranks*).

Immunity to Critical Hits (8 HrPs): *Persistent*. You are immune to critical hits. *Base rank 8*.

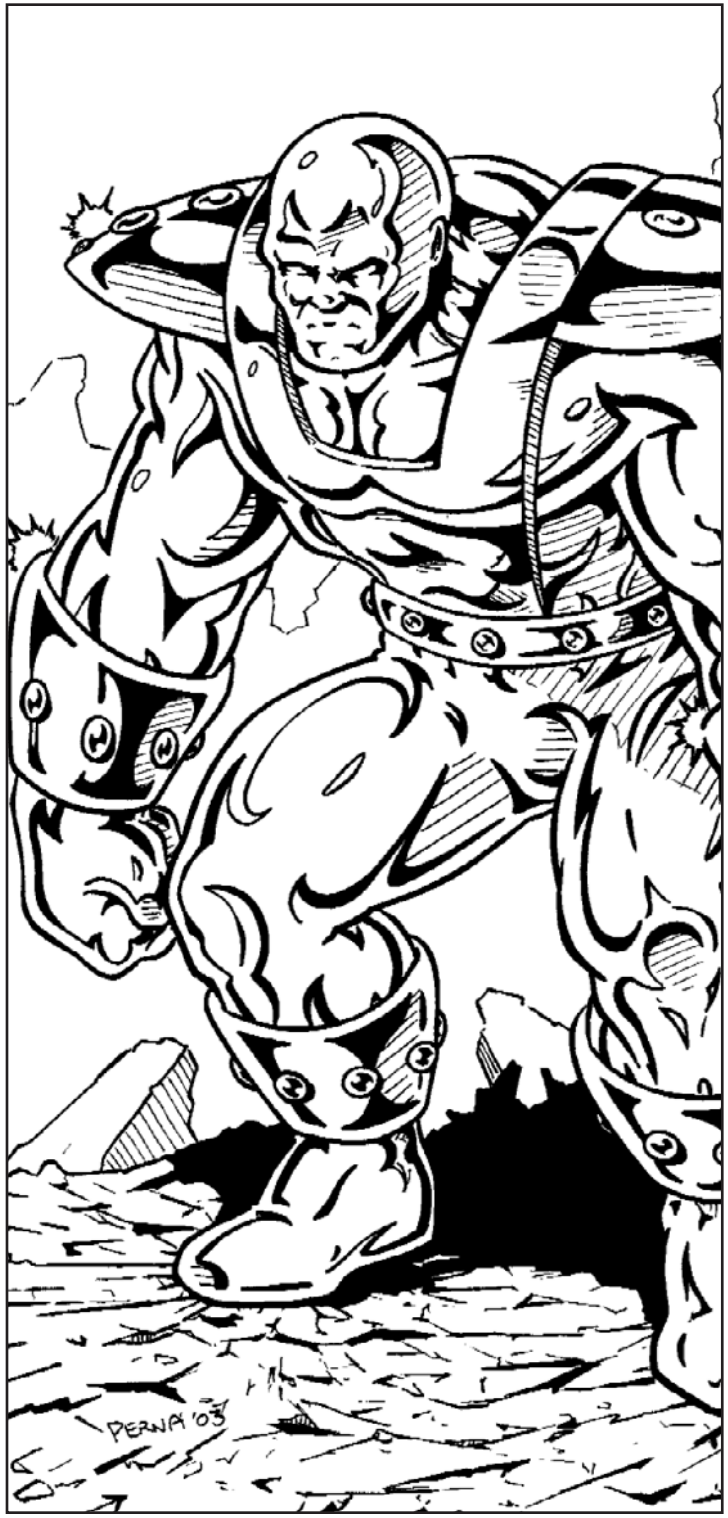
Immunity to Stunning (4 HrPs): *Persistent*. You are immune to stunning. *Base rank 4*.

Immunity to Subdual Damage (4 HrPs): *Persistent*. You are immune to subdual damage. *Base rank 4*.

Invulnerability (18 HrPs): *Persistent*. You gain DR 15/+3. *Base rank 2*. Increased resistance x7 (*7 ranks*), greater resistance x3 (*9 ranks*).

Mighty Lifting (4 HrPs): *Persistent*. Effective +20 strength for lifting, carrying, and throwing, and can wield weapons and carry items as if you are three size categories larger. *Base rank 2*. Increased effect x2 (*2 ranks*).

Super Health (8 HrPs): *Persistent*. You gain a +4 bonus to all Constitution-based checks and Fortitude saves, plus an effective +8 Constitution for the purposes of



endurance and holding your breath.

Super Strength (22 HrPs): *Persistent*. You gain a +11 bonus to damage rolls and Strength-based checks, and an effective +22 Strength for the purposes of lifting, carrying, and throwing. *Base rank 2*. Increased effect x10 (*20 ranks*).

Super Strike (9 HrPs): *Persistent*. Your unarmed attacks are considered to have a +5 enhancement bonus for the purposes of defeating damage reduction. *Base rank 1*. Increased effect x4 (*8 ranks*).

Super Tough (23 HrPs): You gain +46 hit points. *Base rank 1*. Increased effect x22 (*22 ranks*). An 'average' greater tank has over 230 hit points.

Chapter Three: Hero Points and Super-Powered Characters

In this chapter, you can find rules for using Hero Points to purchase Super Powers, descriptions of how super powers work, and information on over eighty fully-detailed powers.

Hero Points

Every level, a Hero gets 8 Hero Points (HrPs), which can be used to gain various abilities. You might also gain Hero Points from some other source, such as the Power Vampirism super power, or the optional rules for replacing magic items with powers, presented later in this chapter.

In a way, Hero Points let you design your characters abilities much as if he were progressing in a very flexible character class. Though the concept is described more fully in Chapter Five: Creating a Supers Game, levels of the Hero class can be interpreted many ways, from natural talent that you are born with, to gadgets you have used to augment yourself, or even extreme training that has allowed you to surpass the limits of the body you were born with. The explanation for a super power in and of itself will not affect how powerful that ability is. An Energy Attack super power that costs 8 HrPs does exactly the same thing whether that power is mystical, genetic, or comes from a high-tech device implanted in your arm.

Though the game master may define certain restrictions to which types of powers are available, it is up to you to decide what powers your character has. You can focus on a few abilities and be powerful in them, or you can acquire a diversity of powers, perhaps only being particularly strong in one, or none. The main concept to keep in mind when assigning HrPs from your Hero class is that the rules mechanics are simply a vehicle for the players and game master to describe the game they want to play. Four-Color to Fantasy provides many suggestions for how characters can acquire and develop their powers, but gamers are encouraged to come up with their own explanations, to add flavor to their adventures and stories.

How to Use Hero Points

Hero Points can be used to buy super powers, many of which are listed later in this chapter. Some super powers emulate existing feats or class abilities, or even spells, but all of them are purchased from

the same pool of Hero Points.

If you cannot yet afford the super power you want, you can choose to save your extra Hero Points until you can afford the power. The maximum number of HrPs you can spend on a single power is equal to your total character level + 3, a restriction necessary to prevent 6th-level characters from having an energy blast that deals 20d6 points of damage, usable once per round.

Super Powers

With your Hero Points, you can acquire various super powers. A super power is an ability with the descriptor (Pw), meaning "super-powered." Super powers are not magical, and unless otherwise noted they can be used as innately as walking or talking. Rarely will a Hero have to wave his hands to use her super strength, or toss pixie dust in the air in order to fly.

Paying for Super Powers

Chapter Eight: Super Powers contains over 70 detailed super powers. In order to acquire these super powers, you must sufficient spend Hero Points. The strength of a super power is measured in *ranks*, so the more ranks of a power you have, the better it is. Typically, each rank simply costs one Hero Point, so if you have 10 ranks of a power, it costs 10 HrPs. However, you can choose to have one or more restrictions to your super power, which reduces the total cost in HrPs. Make sure to keep track of 'Hero Point cost' and 'total ranks' separately for each power, since they function slightly differently.

There are a few key factors to keep in mind when paying for super powers.

Base Rank: Each super power has a base cost, called its base rank. Until you have at least the base number of ranks, the Power has no effect. Weaker abilities have lower base ranks, while some of the most powerful abilities have high base ranks so that they cannot be acquired until high levels.

Hero Point cost: Add together the base rank and any extra ranks you have, then subtract the modifier from any restrictions your super power has. This is the power's total Hero Point cost.

Maximum Cost Limit: No character can have a power with a total Hero Point cost that is more than her total character level +3.

For example, Zidi Wheatling, the Halfling Titan, has the Invulnerability super power, which has a base rank of 2. However, she has 8 extra ranks to provide more damage reduction, plus the restriction that her invulnerability is useless against fey, which reduces the cost by 1 Hero Point. That is a total of 10 ranks, which would normally cost 10 HrPs, but the restriction reduces the cost to 9 HrPs. She could not have this power unless she was at least 6th level.

Details on the costs of the various super powers, enhancements, and restrictions can be found in Chapter Eight: Super Powers.

Types of Super Power

Super Powers come in two basic distinctions-Persistent and Activated. Persistent powers have permanent durations, and are typically powers that affect the Hero's body or senses, such as Super Strength or Danger Sense. Activated powers, such as Energy Attack or Teleportation, do not have permanent durations, and can be used at will as an attack action, unless otherwise noted. Using an activated super power does not provoke an attack of opportunity, and unlike spellcasting, using a power cannot be disrupted by dealing damage to the Hero. Unless specifically noted in the power, a Concentration check is never required to use super-powered abilities (Pw).

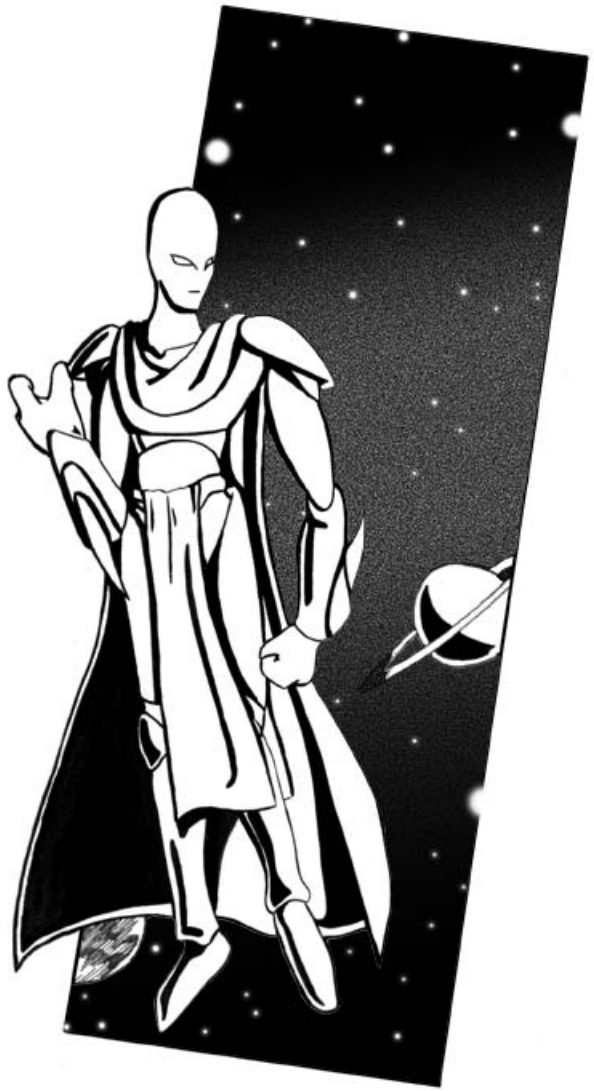
You may notice that many powers bear close resemblance to certain spells, which is intentional. The core rules already con-

tain rules for adjudicating abilities of increasingly great power-spells. The power scale of spells was used as a baseline in many cases for determining the cost for many super powers.

Sources of Super Powers

Though the source of your super powers does not affect their cost or functioning, it is important to define how your Hero acquired his powers, for the sake of storytelling. The following are the most common sources of super powers.

Racial: You are from an unusual race with powers beyond those normal for everyday people. Though you wouldn't use the Hero class to emulate existing races like Elves or Dwarves, if you want to play a more powerful race, such as a troll, the cost of the necessary super powers to emulate that race's powers let you use the Hero class to determine how powerful your character is. For example, the powers of a Medium-size earth elemental are equivalent to 56 Hero Points, so you could let a player have his 7th level Hero be an earth elemental. When you gain levels of Hero, you cannot purchase Racial powers, and must purchase them at character creation. The aforementioned earth elemental PC would only be viable if the game master was willing to let the player start his character off at 7th level.



Merlyn, an Andromedan hero sent to Earth.

Genetic: This designation is different from racial powers. If you have genetic powers, you start off with a standard race, and have your extra power because of a mutation, which may have been present at birth or occurred later. You usually cannot acquire new genetic powers after character creation, but if you would like to do so, discuss with your game master to find an agreeable explanation. Perhaps your powers were previously dormant and have only activated recently, or perhaps radiation you were exposed to during a mission mutated you. Similarly, speak with your game master before advancing your genetic powers when you gain new hero points.

Mystical: From the blessing of a greater power, through a magical ritual, or by being infused with magical energy, you have innate magical powers that you can use at will. If you are playing in a setting where magic is fairly common, and there are readily accessible ways to negate magical super powers, you'll want to choose the Magical restriction, presented on page 138. If antimagic is very rare or non-existent, then having mystical powers is no drawback.

As long as you have an explanation for how you acquire your mystical powers, you are always free to develop new ones, or advance existing ones whenever you acquire more Hero Points.

Gadget: Your power is not really yours. You rely on some manner of device to give you the powers. This might be a nuclear-powered rifle, a high-tech jet, a finely-made clockwork exoskeleton, or a cybernetic brain that enhances your intelligence. Some gadgets might not even be technological, such as if you have a magical helmet that grants you the combat prowess of all the warriors who wore it before you. A gadget is simply some sort of object or

device which you must have in order for the power to function.

You should take the Gadget restriction, presented on page 137. However, the Gadget restriction only has an effect if the device is external or easily damaged. An internal gadget is not really a drawback, since it cannot be damaged without some form of surgery, and if an opponent is performing surgery on you, they could just as easily have killed you.

Advancing gadget-based powers or acquiring new ones is simple, as long as your character has the resources to gain a gadget or improve an existing one. Gadgets are also special because they are usually the only powers that can be changed after you acquire them. The Gadgeteer prestige class is especially adept at changing the powers of his gadgets. See the Gadget section, page 42, and the Gadget restriction in the Restrictions section, page 137, for more information.

Training: By exercising either your body or mind beyond their normal limits, you can acquire super powers. Elite acrobats, boxers who simply don't feel punches, and men able to survive the crushing forces of the deep sea are impressive, but admittedly common examples of Heroes who acquired their powers through training. Equally well known are master martial artists who, by focusing the energies of the human body, can walk through walls, break objects with a shout, and stride invisibly past alert sentries. And though in the real world, people cannot learn to fire energy beams from their eyes or be able to fly, in a super-powered game your character might be able to accomplish these tasks through the application of his inner ki, or by so precisely controlling their body chemistry that they can actually alter their physical make-up.

Since characters can always train, you can always acquire new powers through training, or advance existing ones, whenever you gain new Hero Points. You can even train to improve powers that were originally racial or genetic, by learning how to better use your natural powers, or to unlock new ones.

Unknown: Though somewhat of a simple solution that neglects much potential roleplaying, there are indeed cases of characters whose powers are simply inexplicable. If the source of your powers is unknown, you can freely acquire new powers or advance existing ones. Sometimes this might be the best option, if you are more concerned with your character's personality and adventures than his super powers. This also gives you the most freedom of character development. Note that the ability to freely choose your powers as you gain levels is not really a benefit. Even if you had chosen some other explanation that prevented you from improving your powers, you could always take levels in another class than Hero, and retain the same overall power level.

Indeed, unless the game master has a particular story-based limitation that he wants to enforce, no player should be forced to limit his character's potential advancement, as long as he has enough levels to acquire the powers he wants. The goal of the game is to have fun, and as long as your character is not making the rest of the players feel useless, there's no harm in being able to make the character you want.

Mixed Sources: If you want, perhaps some of your power comes from one source, while the rest is supplied by another. A single character might have many different powers with different sources. Perhaps a mutation from birth granted him wings so he could fly, and later his training with esoteric monks heightened his reflexes and willpower, and when he joined a team of other heroes, he was given a gadget that allows him to sense any creature that approaches within 10 feet, so he's never surprised.

Even a single super power might be the result of many different sources. Larcen, one of the sample characters in Chapter Seven: Rogues Gallery, had a natural power that gave her nearly limitless energy. She later stole an experimental device that converts energy into matter, and had the item surgically placed in her body. Thereafter, she could harness her own natural power to create objects out of force.

Enhancements and Restrictions

Often, a Hero will have some sort of restriction to his powers. Perhaps he can only use them under certain circumstance, or perhaps they are reliant on some accessory or gadget to function properly. Restrictions that are specific to a power are listed in the power's description, but some of the most common ones are presented here. Other restrictions apply to the character as a whole and not to a specific power, called Personal Restrictions. These restrictions grant bonus Hero Points, and are noted specifically in the restriction entry. Finally, this section also includes a few common enhancements that can be applied to a wide diversity of super powers.

Certain enhancements or restrictions make no logical sense with some powers, and thus always get your game master's approval before applying a restriction or enhancement to any of your powers. The game master is also advised to let no Hero use more than one or two different types of restrictions for any given power, for consistency's sake. It would certainly be peculiar for a powerful Hero to be very strong (except when he's nearby running water, or unless he's encumbered, and only when he's sober), or able to walk through walls (unless the wall is painted green, and he can only do it once per day, and his power comes from a magical gadget that deals damage to him).

Finally, bear in mind that many restrictions should only have an effect in roleplaying, not in rules or mechanics. If a Hero's powers are based upon the blessing of a god, he shouldn't have the restriction "can only use if his god is happy with him," but instead should be encouraged to roleplay his character according to his deity's wishes. If an enhancement or restriction has no statistical effect on game balance, it should not increase or decrease the cost of a super power.

Acquiring Enhancements and Restrictions

Enhancements can be gained whenever you acquire more Hero Points with which to gain or advance powers. As long as your game master accepts your explanation, you can acquire the enhancement. Restrictions, on the other hand, can usually only be acquired when you first gain a power. You are not allowed to 'free up' Hero Points by having your powers become worse as you gain levels, unless the power actually became weaker during the course of the game, and your game master agrees to let you permanently reduce the cost of your power. Such events should be quite rare.

Applying Enhancements and Restrictions

Enhancements require extra ranks in the power, which increase the power's total cost in Hero Points. Restrictions, on the other hand, reduce the total cost of the super power. Be sure to keep ranks and Hero Points separate. A restriction doesn't reduce the ranks of a super power, just the total cost of Hero Points. Ranks measure power, while Hero Points measure overall usefulness and effectiveness.

Buying Off Restrictions

When you advance in level, you can use Hero Points to buy off restrictions. By spending one Hero Point, you can reduce the amount of restriction by 1 rank, as long as the power's total cost does not go higher than the character's level + 3. If there are less detrimental versions of the same restriction, you can slowly reduce the restrictions on the power. If there is not a less substantial version of the restriction, you have to remove the restriction all at one

time. Note, however, that you can conserve Hero Points across levels, if you don't want to spend them yet.

Limits to Restrictions

Though the game master always has final say as to whether a particular restriction can be applied to a particular power, the following guidelines help define what is appropriate and inappropriate.

Maximum HrP Reduction: No restriction can reduce a power's Hero Point cost by more than half it's total ranks, rounded down. For example, if a Hero has 5 ranks of a given power, then restrictions could not reduce the total HrP cost of this power by more than 2. If you have 8 ranks of a power, you cannot have restrictions reduce the total HrP cost by more than 4.

If you want, you can still choose restrictions that would normally be worth more than you're allowed, but you still do not reduce the total HrP cost by more than these rules allow. For example, the Super Agility power, which has a base rank of 2, could have the restriction "does not function if you're injured," which would normally be worth a 4 HrP reduction. However, because you only have 2 ranks in Super Agility, the restriction only reduces the HrP cost by 1. If later you add more ranks to Super Agility, if the number of ranks not counting restrictions is 8 or higher, the restriction would then be worth the normal 4 HrP reduction.

Non-Restrictions: If a restriction would have nearly no game penalty, it should be worth no Hero Point reduction. For example, if you're playing a game where there is no magic, a player should not be allowed to gain any bonus HrPs if one of his powers is negated when in the presence of magic, since it's not a restriction at all. If there are no clerics or characters able to turn undead, then the Turnable restriction should not provide any bonus HrPs.

Excessive Restrictions: Likewise, unless you're willing to play in an unorthodox game, the game master should not let characters take restrictions that make the game less fun or unplayable. You should not, for example, try to create a PC hero who can only use his abilities if he kills a close friend each week, nor would the game master want to let a player have a character whose merest glance could slay anyone, without any control.

Overcoming Restrictions: If the game master is running a game where characters will be allowed to take more levels of Hero as they advance in experience, it is encouraged that players who want restrictions should come up with restrictions that can be overcome later. While restrictions add a little flavor to the game, eventually they can become tedious or annoying, especially if opponents discover your character's weaknesses and start taking advantage of them. It can even be somewhat gratifying to have your character overcome his own flaws, such as if a Hero who requires a mechanical device to harness his powers eventually learns to control his abilities on his own. Restrictions that can be overcome help add to the sense of development of a character.

High Ranks and Restrictions

Unless otherwise noted, restrictions are worth more if they are applied to a power with more than 20 ranks. If you have a great deal of ranks devoted to one power, even a minor restriction can be a massive drawback. Thus, for most of the restrictions below, if you have between 21 and 40 ranks, double the HrP reduction on that power. If you have between 41and 60 ranks in a power, triple the HrP reduction. For 61 to 80 ranks, quadruple, and so on.

For example, Andromedans have 56 ranks of Super Strength, with the restriction that exposure to Andromedite cancels their strength. Normally this would be worth a 2 HrP reduction, but it is worth triple because they have so many ranks. Thus, their total HrP cost for the power would be 50, a base of 56 ranks, reduced by 6 from the restriction.

Some of the restrictions have the option so that they only affect some of the ranks of the power, not all of them. For example, perhaps a particular character's Super Agility is partially magical and partially genetic. Even when in an area of antimagic, she would still retain some of her Super Agility power. She would gain a 1 HrP reduction for every 20 ranks that are affected by the restriction. Round fractions down, so if 19 ranks are affected but 1 rank is not, the restriction is worth nothing.

Gadgets

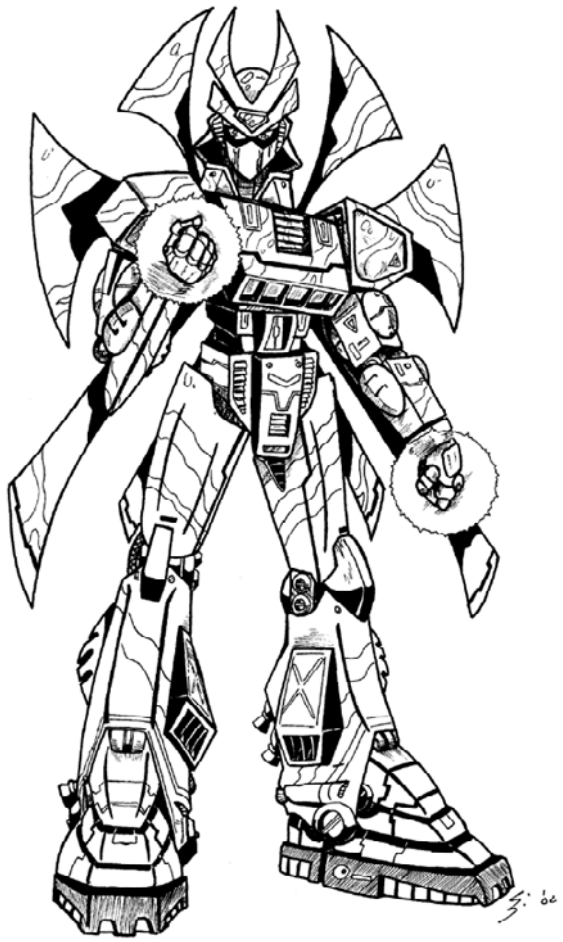
"Gadget" is a term used to describe a device that is required for you to use a super power. Perhaps it focuses your innate energies that would otherwise have no use, or maybe it allows you to control a normally uncontrollable power. Your gadget might be an arm-mounted nuclear laser, clockwork spectacles that zoom to focus on any distance, or even a mysterious green ring. The bottom line is that your power is dependent on a gadget to function properly. Because they fulfill so many functions and take so many forms, however, gadgets are one of the most complicated aspects of creating super powers. In this section, most of the work has already been done for you, which makes gadget use easy, at the expense of sacrificing some realism.

Traits of Gadgets

For the sake of simplicity, the armor class, hit points, and hardness of gadgets is based on their total HrP cost. For powers that are entirely gadget-based, just use the total HrP cost of the power. For powers that are only modified by a gadget, see The Cost of Gadgets, below.

First, choose the size of your gadget, like the size of a weapon. You can choose for your gadget to be any size, from fine up to colossal, though you might have trouble bringing some gadgets with you. A gadget has a base AC of 10 + half its total HrP cost, modified by size like any object (-1 for large, +2 for Tiny, etc). The gadget's base hit points is equal to its total HrP cost. For each size category above Medium-size, double its hit points, and for each size category smaller, halve its hit points (round up). The gadget's hardness is equal to its total HrP cost, regardless of size.

For example, Tinker Oddcog has acquired an arm-mounted cyclegun gadget, which costs a total of 10 HrPs. Since the cyclegun is a Small object, it has 5 hit points, an AC of 16, and a hardness of 10. The Gremlin also has a backpack rotorothopter that lets him fly, which has a total cost of 8 HrPs. It is a Medium-size object, so it has 8 hits points, an AC of 14, and a hardness of 8.



Mecha can be a common enemy gadget in anime inspired supers games.

Remember that objects take half damage from all forms of energy (acid, cold, electricity, fire, force, and sonic), and that attended objects often let their bearer make a saving throw to negate damage they might take from mundane, magical, or super-powered attacks.

If a gadget is reduced to less than half it's total hit points, it must make a Fortitude save (DC 10). Note that most objects have no Fortitude save bonus of their own. If this save fails, the gadget is rendered inoperable for 1d4 rounds. If a gadget is reduced to 0 hit points, it is rendered inoperable until it is repaired. If the gadget is reduced to -10 hit points or below, it is destroyed or damaged beyond repair, and must be replaced. An inoperable or destroyed gadget grants no bonuses or powers.

Assume that gadgets weigh a base of 8 pounds for Medium-size objects. Divide this by 4 for each size category smaller, and quadruple it for each size-category larger. This of course prevents you from having gadgets that are too heavy for you to lift, or at least from bringing them along on adventures. Typically you cannot carry objects larger than one size category bigger than your own. However, you might have a gadget that is either mobile on its own (such

as a car), or one which you don't really need to bring along, like a powerful computer in your lair.

Types of Gadgets

Gadgets are typically used in three different ways. Full-Gadget Powers are super powers that are entirely gadget-based, and if the gadget is rendered inoperable, the super power has no effect at all. Most gadgets will fall into this group.

Mixed-source Gadget Powers are super powers where some ranks of the power are from a gadget, but the rest comes from another source (genetic, racial, training, etc.). An example might be a Hero with genetic Super Strength, who later decides to get a gadget to inject him with drugs to further enhance his strength. He might have 6 ranks of Super Strength from a genetic source, and 4 more ranks from a gadget. Rather than counting as two separate powers, however, this counts as one 10-rank power.

Enhancement Gadget Powers modify an existing power, giving some related benefit that does not simply increase the ability's power. These devices are not common, and are often no more than 4 or 5 ranks out of the entire power. Some examples might be a power regulator to control an always-active super power, or a switch that allows you to cycle between different power levels of energy blasts.

Additionally, there are three main types of gadget-mountings: Internal, Integrated, and External.

Internal Gadgets: Internal Gadgets are somehow installed into your character's body. This might be a digital brain that enhances your own, an internal power source, or retractable claws. This type of gadget is the simplest to adjudicate because it cannot be damaged, except in cases where you are already effectively defeated, such as if you're unconscious and bound to an operating table. Internal Gadgets cannot be damaged without surgery or some other way of accessing your internal body, but they likewise are harder to switch or repair if damaged.

For obvious reasons, Internal Gadgets cannot be larger than you are.

Integrated Gadgets: Integrated Gadgets are mounted on your body in such a way that they can be attacked, but not removed without violent force. Some examples include cybernetic limbs, pseudo-organic gauntlets, or a suit of powered armor. The only non-violent way to remove an integrated gadget is to slowly detach it, which requires at least a full round action and can only be performed if you are not resisting. More complex gadgets might require a Disable Device check (DC 20) to remove, which might deter thieves, but also makes it harder for you yourself to remove the gadget in an emergency. Some integrated gadgets simply cannot be removed without killing you, which prevents you from switching gadgets (see below). You choose how thoroughly integrated the gadget is when you acquire it.

An opponent may choose to attack an integrated gadget as if he were attacking a weapon.

External Gadgets: External Gadgets must be held, carried, or worn to function, such as advanced palmtop computers, mystical rings, or powerful grappling hook launchers. You can pick up or drop an external gadget as a free action. They can be attacked just like carried weapons, and even if they are worn, they usually can be removed just like a similar article of clothing.

The Cost of Gadgets

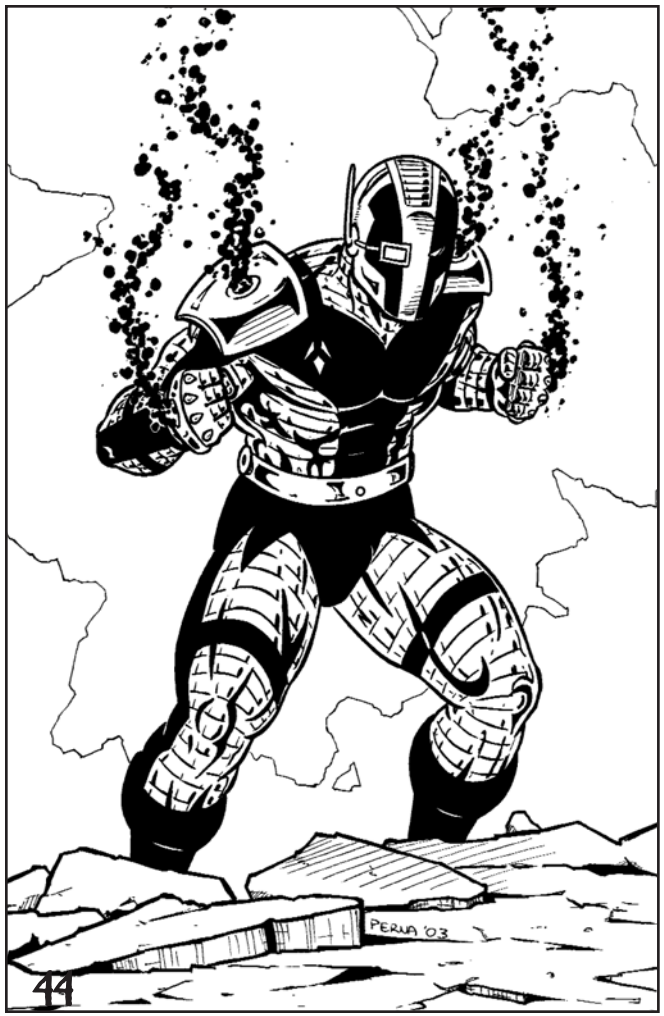
Usually, your super power will either be gadget-based or not, with no half-measures. Sometimes, however, you may have super powers that function from mixed sources. The most common example is an uncontrolled power that is regulated by a gadget (see the Always Active restriction, page 136), but sometimes a power might be partially natural and partially gadget-based. In any such case, the hit points, hardness, and AC of the gadget are determined only by the HrP cost of the gadget itself, and not the total power.

To determine how many Hero Points a gadget-based power costs, first determine how much a standard power would cost to do the same thing. Internal gadgets do not modify this cost. Integrated gadgets are worth a 1 HrP reduction. External gadgets are worth a 2 HrP.

Remember that restrictions are worth more of a reduction if the total ranks of the

power are 20 or higher. If the power is not entirely gadget-based, these HrP reductions only count the gadget-derived ranks. For example, a Hero has 30 ranks of Super Strength. Only 10 ranks are gadget-based (the rest are from some other source), so the total cost is only reduced as if the power cost a total of 10 ranks, not 30.

If you are interested in setting a market price or purchase DC for a gadget, this should be established in-game. The game master is encouraged to use the Switching Gadgets rules, below, for exchanging gadgets, rather than allowing purchases. As a rough baseline, however, gear that emulates the effects of a super power has a purchase DC of 12 + the total HrP cost of the super power.



For example, a weapon that emulates a Projectile Attack, doing 2d6 points of damage with a range increment of 30 ft. (4 HrPs) would have a purchase DC of 16. Note that this is exactly what the purchase DC is for a Beretta 92F, which does 2d6 points of damage with a range increment of 40 ft. Unlike gadgets purchased with Hero Points, however, characters cannot automatically replace them if they are damaged.

Repairing Gadgets

Damage to gadgets can be repaired with a successful Repair check (DC 10 + ½ total ranks of the gadget). This requires one hour and repairs a base of 5 hit points, plus 1 hit point per point by which your check beats the DC. If the gadget has negative hit points (-1 to -9), this number is applied as a penalty to your check. If you do not have appropriate tools to perform a repair, you suffer at least a -5 penalty to this check for improvised tools. At the game master's discretion, certain tools are useless for repairing certain gadgets (twigs won't help solder a damaged suit of mechanized armor, for example).

If your gadget is magical or mystical in nature, your game master might let you subsitute Spellcraft checks for Repair. In Fantasy d20, you can also use Disable Device.

If the gadget is destroyed, it must be replaced, using the Switching Gadgets rules below. However, instead of switching gadgets, the time spent is assumed to be devoted to finding replacement parts or crafting a new version of the gadget. This is one of the benefits of letting the costs of gadgets be abstract; once you have paid the Hero Point cost of a gadget, you are assumed to be able to find replacements for damages without having to pay actual money.

Jury-Rigging Gadgets

If a gadget has been rendered inoperable, but not yet destroyed, you can attempt to perform a quick repair. The Repair DC to jury-rig a gadget is 5 less than the DC to repair it, and jury-rigging requires only one full round. If the check is successful, the gadget becomes operable again for the duration of the situation or encounter, to a maximum of 2 minutes, but thereafter it becomes inoperable again, and takes 1 point of damage. Jury-rigging never permanently repairs a device, but it is the only easy way to reactivate a damaged gadget in the middle of a tense situation.

Switching Gadgets

Gadget-based powers suffer from the drawback that if the gadget is damaged, you lose access to your power until it is repaired. However, as a slight offset to this drawback, gadgets have the benefit that they can be exchanged. If you decide that

your crystal tiara of evil-smiting will be useless in your next adventure, you can try to find another item to replace it. You might decide that it is more important to have a ion rocket pack than a photon missile launcher. For whatever reasons, you have the capability to replace current gadgets with new ones.

Before attempting to switch gadgets, you must consult your game master. Regardless of what these rules say, sometimes certain gadgets simply aren't available, and your game master should let you know if you'll not be able to switch to a particular new gadget. Also, bear in mind that even if your game master says that the gadget you want is available, you might not be able to acquire it simply by asking for an exchange. Though the game master should not unfairly reduce your character's powers by simply saying that your 30-HrP gadget fell into the sofa seat and is now missing, there are sometimes valid story-based explanations for why you might be temporarily deprived of the benefits of some of your gadget-based Hero Points.

Finding Replacements: Generally, you can procure access to a new gadget with a successful Reputation check against a DC equal to 10 + the gadget's total HrP cost. If you are attempting to swap out several gadgets at once, the total number of HrPs you are trying to swap determines the DC. Usually it's easier just to try to find a replacement for one item at a time, but if you are rushed for time, you can always try to find a source for a bulk of gadgets at once. Note that even if your gadget is damaged or destroyed, you can switch it just as well as if it were fully functional, because this system is abstract, for simplified usage.

Typically each such attempt to track down a replacement takes one day, though your game master may simply decide that the gadget you desire must be located through in-character roleplaying rather than a basic check. Also, note that 'exchanging gadgets' can mean a myriad of things. You might be able to convince a high-tech arms dealer to sell you a new gadget, which forces you to sell your current gadget. You could give your trusted mechanic your gadget and have him spend a few days retrofitting it, or perhaps delete a few gigabytes of data from your digital brain to make room for a new program. It can even be a valid explanation for you to spend a few days in prayer, trying to convince your patron gods to transform your crystal tiara into a holy relic that will help you defeat a foe you know you will have to face soon.

Regardless of explanations, the game master should not allow a character to find a replacement gadget in less than a day.

Paying for Exchanges: Since this system is somewhat abstract, the resolution of acquiring replacement gadgets is adjudicated through Hero Points, not actual money. Decide what gadgets you want to get rid of, and what gadgets you want to acquire, which must have equal total ranks. However, the exact distribution of ranks can vary. For instance, you could exchange one 10-HrP gadget for a 3-HrP gadget and a 7-HrP gadget, or you could exchange five 3-HrP gadgets for one 15-HrP gadget. Switching gadgets effectively frees up as many Hero Points as you want, so you can acquire new powers as if you were creating your character again.

The types of gadgets switched can be wholly different. As long as you have enough Hero Points, you can freely exchange an external gadget for an integrated gadget, or any other combination.

Since these rules are abstract, you can even use the Switching Gadgets rules to acquire replacements for damaged or destroyed gadgets. If you use this abstract system for switching and replacements, however, it is best to avoid simply buying new gadgets. Since this book is modular for different genres of games, we will not provide costs for gadgets, and encourage game masters not to allow characters to acquire super powers by buying them.

Installing New Gadgets: Once you have found someone willing to exchange gadgets, you have to remove your current gadget(s) and install the new one(s). If the gadgets are external, this is as easy as letting go of one and picking up the other. For integrated gadgets, however, it requires at least a few seconds to install or uninstall the device, but usually not more than 10 minutes. For internal gadgets, the process is somewhat more involved, requiring some form of surgery to remove or install the internal device. However, for any type of gadget, the time involved is seldom more than a few hours, so outside of adventures

the precise time involved usually is not important.

When choosing what type of gadget you have, it might be useful for you and your game master to sit down for a moment to discuss what would be an appropriate amount of time required for removal or replacement. Of course, you are free to say that your gadgets are very modular and require nearly no time to remove, if you are worried about it being a weakness, but this is the superhero equivalent of saying, "My family was killed when I was a child." It protects you from game master meddling, if you fear such things, but neglects potential character development.

Selling Gadgets: It is usually encouraged to simply allow gadgets to be switched, instead of bought and sold. Actual monetary exchanges are certainly possible, but do not usually match the feel of heroic storytelling. Since economic systems vary widely between different games, no single system can properly work for more than one or two settings, but as mentioned above, as a rough estimate, the purchase DC for a device that simulates a super power is 12 + the total HrP cost of the super power. You are not encouraged to allow characters to buy super powers in this way, but we present the guideline if you do decide to use these rules.

Getting Rid of a Gadget Permanently: If your game master agrees, you can get rid of a gadget-based power and replace it with a super power from some other source, assuming you can afford the appropriate power and provide an explanation for the replacement power. Usually this should require at least a few days, weeks, or longer for you to develop a new power to replace the original.

Can I Give an Ally my Gadget? Internal and integrated gadgets cannot be shared. If you have an external gadget, usually you can give it to an ally to use, but some gadgets are keyed only to work for certain people. Decide how your gadget works, since either option can be a drawback. Would you rather have the ability to let your friend use your gadget, or the safety of knowing that an opponent can't use the gadget against you?

Creating Super Powers

Though Chapter Eight presents over 60 super powers, there are thousands more possible, so you may want to create something this book doesn't provide. There are no clear rules for creating super powers, because the possibilities are so diverse, so, just like designing new feats and spells, your best option is to look at the existing powers, find the one closest to what you want to create, and base the new power on the older one.

Balancing the Costs of Powers

There are two main balancing forces that apply to super powers: minimum level and Hero Point cost. The minimum level is the lowest level you can acquire the super power. For example, the Flight power has a base rank of 8, meaning that, unless you take restrictions, you cannot acquire the ability to fly until 5th level. By 5th level, flight is not as much of a game breaker as it is at lower levels, so to have the power be available earlier would be overpowered.

Similarly, the ability to become intangible at will can remove a great deal of the obstacles that normally face an adventurer or hero, so it should probably not be available until at least 12th level. By this point, most characters are usually only challenged by powerful foes and political intrigue, and not simple physical barriers. Thus, it might be fair for a power that grants intangibility to have a base rank of 15, so it can't be acquired until 12th level. However, bear in mind that this would require nearly two whole levels of the Hero class to be devoted just to one single power, which would be a great drawback. Thus, the base rank is reduced slightly, to just 13. Now a charac-

ter could potentially acquire the power by 10th level, but would have to give up 2 whole levels that could've been used to acquire other powers or skills. It would be a great power for a super spy to avoid detection, but it won't much help him when it is time to fight the main villain.

For powers that have a base rank above 8, you should bear in mind that it is quite a commitment to devote a level or more to a single power without any profit. A character gaining Hero levels as he gains experience would spend an entire level with no power increase at all if he wanted to acquire the Intangibility power. Powers that have lower base ranks but which can be improved with extra ranks are not as much of a concern, because characters can gain at least some benefit by taking a few ranks of the power.

Deriving Super Powers from Spells

If you are basing a super power on an existing spell or psionic power, use the following guidelines for determining its cost. Generally, treat the effective 'caster level' of the power as being the minimal level needed to cast that spell (3rd for 2nd level spells, 7th for 4th, etc.).

First, you'll need to determine whether the power is activated or persistent. Typically, if the spell has a fairly long duration and affects only the caster, it should be persistent, and anything else should be activated. Any spell with a duration of instantaneous, or that targets someone other you, should always be activated.

Second, consult table 3-1: Spell Level and Base Ranks to find a starting point for determining the power's base rank. Take the level of the original spell (or psionic power) and find out what the suggested base rank for a spell of that level would be. If the spell is different levels for different classes, usually use the sorcerer/wizard level as the starting point.

Third, consider how much more or less useful the power will be if it can be used limitlessly. Normal spellcasters are restricted to just a few spells per day, but with an activated power, it can be used as often as desired. Similarly, persistent powers have a permanent duration, making short-duration spells potentially much more useful. The chart works fairly well for spells with an instantaneous duration, such as *cone of cold* and *cure light wounds*, but offensive spells with durations can be devastatingly effective if used multiple times in a row. On the other hand, some effects, like *control weather*, take a while to have any effect, and so the ability to activate them repeatedly is less useful.

For example, the third column of table 3-1 lists what the suggest base rank for the *summon monster* series of spells are. While being able to shoot a *meteor swarm* once per round is quite powerful, if you summon ten elder elementals from *summon monster IX* over the course of a minute, their cumulative power and versatility could be far more useful than just ten flaming meteor attacks.

Finally, take into account that super powers never require any form of material, somatic, or verbal components. If a spell normally requires a highly expensive material or focus component, you might want to increase the base rank by 1 or 2. It is, however, alright for super powers to have XP components, for effects like awaken or wish. Otherwise, characters can quickly become unmanageably powerful. If you want to remove the XP cost, however, raise the base rank by at least an additional 1 for every 50 XP cost, making *limited wish* into a 31-rank power, a perfect fit for a 28th-level supervillain who can seemingly do anything. This is presented later as the super power Nigh Omnipotence.

In this book, there are several super powers that are basically converted spells. These include *Clairsentience*, *Control Water*, *Control Weather*, *Control Winds*, *Shapeshift*, and *Web*, though both *Shapeshift* and *Web* have been altered somewhat so their effects scale across levels. *Shapeshift* ranges from basic change

Table 3-1: Deriving Powers From Spells

Spell Level	Base Rank	Summon Monster
0	2	n/a
1	4	4
2	8	9
3	13	15
4	17	20
5	20	24
6	23	28
7	26	32
8	29	36
9	32	40

self all the way up to the 9th-level spell *shapeshift*. Also, *lightning bolt* is basically a Moderate Energy Attack (electricity).

Feel free to be inventive, but always keep in mind that as long as everyone is having fun in the game, it's alright to be off by one or two ranks when trying to balance the cost of super powers.

Creating a Character

Superheroes are a diverse lot. Each has his own unique background and origin, super powers, skills, abilities, careers, professions and much more. *Four-Color to Fantasy* presents you with a wide variety of tools with which to create your Hero. Here is a summary of the different ingredients that you may use to create your Hero:

Basic classes: Basic classes from Modern d20, and core classes from Fantasy d20 both represent training, skills, and abilities acquired by your character throughout his life. These skills are not unique to him; they are available to anybody who undergoes the same training and experiences as your Hero. You may have Soldier levels, representing martial training, or Daredevil levels which simulate your ability to sneak or infiltrate and villain's headquarters. You may even have levels in magic-using classes, such as the Mage from The Elements of Magic, if you are playing in a fantasy setting. The classes available may differ according to your campaign setting or preferred d20 game.

The Hero class: The Hero is a class that grants you super powers, which works just like any other class, in that you gain powers and abilities as you increase in level. Obviously, if you intend to have super powers, you need to take levels in this class, but you'll want to decide how much of your character's power is based on super powers, versus how many levels you want in other classes.

New advanced classes: The four advanced classes in this book cover specialized archetypes commonly found in comic-book fiction. Like the core classes, these are not representative of super powers, but rather the direction your character takes throughout his career. The Detective, for example, is a class suited to both super powered and non-super powered characters.

Templates: Templates are packages of powers, and are used in two situations. The first is when you do not wish to pick and choose amongst different powers, Hero levels, and so on. You can quickly and conveniently choose a template at the appropriate power level for the rest of your group. The second use of a template is to represent a common power configuration. If a large number of people in your campaign share the same powers, it is best to make a template in advance which can be quickly placed on any character who requires it. Templates have a cost listed in Hero Points, and assume that once you choose the template, your powers will not advance. If you would like to have your powers advance, speak to your game master before choosing a template.

Using these tools, you can create a variety of character types. You are encouraged to make use of all of them, multi-classing to give your character a broad range of skills and background. There little point being as strong as a locomotive if you can't hit the side of a barn in combat.

Choosing Super Powers

When you choose your character's super powers, be mindful of creating a character who is at least somewhat balanced. The Hero class itself gains poor base attack bonus advancement, slow saving throw advancement, and limited hit points. Though it's not necessary, you can purchase super powers that provide effectively the same benefits, and it might be a good idea to do so. Even if your character can break steel walls with his fists or levitate an entire locomotive with telekinesis, it's rarely fun to play a powerful 15th level character who can die from a single attack and who can't resist even the easiest saving throws. It's usually a good idea to spend at least 1 or 2 of your HrPs at each level to improve your saving throws, attack bonus, or hit points.

Don't be too worried about being powerful in too many different areas, however. A typical supers game will involve a group of several heroes working as a team, with their powers complementing each other's weaker areas. If you have few attack powers, you'll be less effective than some of your more offensive team mates against foes who are powerful in combat. However, against challenges that depend on stealth, speed, or intelligence, you will be better suited. Often it is better for a team to have diversity, with each member having a different specialty, instead of having each team member try to be too multi-faceted.

Watch out for the following common pitfalls of power choice. You can certainly make a character with a fatal weakness, and sometimes it's fun to do so, but if you don't want to, keep the following flaws in mind.

Fragility: If your character is just a 1st level Hero with no levels in any other class, you will probably be quite vulnerable, especially if you get greedy and try to put all your HrPs into just one type of super power. You could have 4 ranks of Super Strength and 4 ranks of Heightened Strength, or 4 ranks of Heightened Defense (natural armor) and 4 ranks of Heightened Defense (deflection), but with either choice you end up overfocused.

Since you have 8 ranks to spend on powers, it might be a good idea to spend 2 on Super Tough, to gain +4 hp, and to shoot for at least three different powers. It's not a great worry, because 1st level characters are fragile regardless of what you do, but it can help to be diverse.

Too farsighted: If all you want is to acquire a power that costs 15 HrPs, don't worry about it until you start getting close to being able to afford it. The earliest someone can acquire a power that costs 15 HrPs is 12th level, so don't start off as a 1st level Hero but try to hoard your Hero Points. Instead, wait until 10th level, then take your next 2 levels as Hero to pay for the power you want.

All offense, no defense: It is quite possible for a 20th level Hero to have 30 hit points, and only a +6 bonus to all his saving throws, but be able to deal 15d6 damage per round in a huge Energy Attack, and be able to punch for 30 points of damage. However, a single critical hit or failed saving throw could kill him, so most likely he wouldn't get the chance to contribute much to combat before he's knocked out.

Boring as a rock: A 10th level Hero who assigns his highest stat to Constitution and spends his HrPs right can end up with 171 hit points (Heightened Constitution, Super Tough), an AC of 34 (Heightened Defense-Natural Armor and Deflection, Super Agility), DR 10/+1, and have fire resistance 5. He's incredibly hard to kill, but there's not much impressive about him. Of course, an interesting personality can save a character who looks bland on paper.

All Hero: Though Hero levels can provide great powers, you'll get no skills. Though of course your character is knowledgeable in everyday things, he has no skill points to represent exceptional skills that would be useful in adventures.

Character Creation Above 1st Level

Obviously, many types of Heroes from popular culture cannot be created as 1st level characters. Certainly, comic book authors rarely feel constrained to make their characters fit the rules of a game. Though players can always gain new powers as they increase in level, as long as the explanation for these new powers does not con-

tradict the game world, some characters logically would have started with great power, and never would have existed at a state equivalent to a 1st level character. A powerful alien might have been born with abilities equivalent to a 20th level Hero, or an everyday person might receive the blessings of Faerie Lords that give him abilities equivalent to a 5th level Hero, without either of them ever having adventured to gain experience.

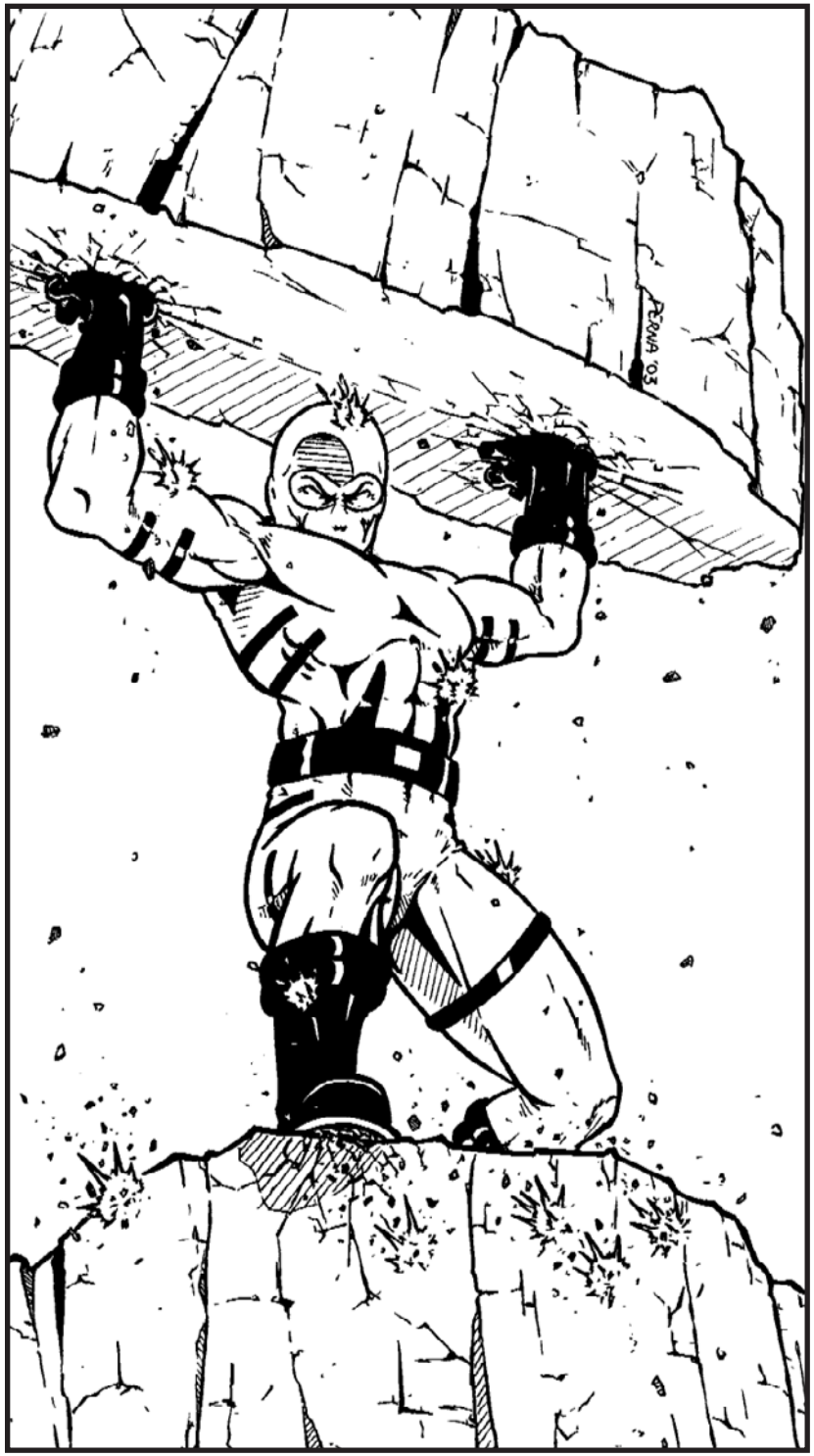
For this reason, the players and game master might decide to start the game above 1st level, to open up more possibilities for character creation. To keep the group balanced, the game master should set a starting character level, which everyone begins at.

Example: For example, Stan, Todd, Bob, and Michael are playing in Jessica's modern supers game. They agree that they'd like to play moderately powerful characters, so Jessica sets the starting level at 12th.

Stan wants to play a mutant human with ice powers, who has a little bit of combat training, so he plays a Hero 10/Strong 2. Todd plays a dark man who gained his powers by making a pact with a demon, who is only working with the rest of the party to find and avenge his murderer. Todd makes his character a full Hero 12. Bob decides to play a masked crime-fighter who focuses more on his natural skills and intelligence than on super powers. He has a few levels of Hero to represent his intense physical training that increases his Strength and Dexterity, and a few special gadgets he has, but he ends up as a quite multi-faceted Hero 3/Strong 3/Smart 3/Charismatic 3. Finally, Michael plays a former Olympic athlete who discovers her powers when she uses them to save her life. Michael's character had extensive college training, but is mostly reliant on her powers, so he makes her a Fast 1/Smart 2/Hero 9.

Character Advancement

In many traditional comics the character's super powers do not improve, or only improve very slowly, and as such, it may seem appropriate to somehow limit the choices players have when their characters gain enough experience to gain a level. Some possible restrictions are described in further detail in Chapter Five: Creating Your Supers Game, but the default assumption is that players will be allowed to gain levels in the Hero class whenever they want to, if they have enough experience. Part of the appeal of a level-based game system is the ability to see clear improvements in your character's abilities as he gains levels, so it would be somewhat foolish to abandon one of the most useful tools in keeping players interested in



the game. Even if the game master does decide that characters cannot take more than a certain number of levels in the Hero class, they should always have the option of advancing in some class, so they can show the benefits of the knowledge they have gained from their adventures.

However, though it may seem tempting to continue to use more Hero Points to improve your character's super powers, you might actually find more value in adding levels of some other class. All of the classes are balanced, so unless there is a particular super power you think would fit your character that you want to acquire, it might make more sense to take levels in fighter, rogue, specialist, or another class or prestige class. If you do decide to use your Hero Points to gain new powers or improve existing ones, remember that the most number of Hero Points you can spend on a single super power is your total character level + 3.

Acquiring or Improving Powers

Whenever you gain a level, you can use your Hero Points to acquire new super powers, or to improve existing ones. If you decided not to spend all of your Hero Points when you last gained a level, you can choose to use your points when you level up now. Perhaps you started off as a 1st level Hero, but the only power you wanted was Super Strength. Since you couldn't spend more than 4 HrPs on that power at 1st level, you conserved your extra points, assigning one extra one each level. When you finally reach the total character level of 5, you'll be able to spend all 8 HrPs on Super Strength.

Remember that you have to have at least the base rank in a power before it has any effect, so you might need to conserve some Hero Points over the course of a level or two to acquire a powerful ability. However, once you have reached the base rank, you are free to spend extra Hero Points to gain more ranks. The benefits of extra ranks are defined in each super power's entry. Often there are several possible ways you can improve a power, but note that each entry requires a separate expenditure of Hero Points. For example, see the Energy Attack chart in the next column.

Whenever you spend extra ranks on a power, you must assign which improvement you gain. If you have 5 extra ranks, you could have a line effect (1 rank) that deals +2d6 damage (4 ranks), or a cone effect (3 ranks total to progress to line then cone) that reaches to Close range (2 ranks).

As you assign your Hero Points at your new level, you should keep in mind story consistency; a mutant with ice powers probably should not start acquiring telepathic super powers without some sort of explanation. If you can think of no good reason why your character's super powers would become stronger, you're probably better off taking levels in a different class.

Table 3-2: Energy Attack Chart

Ranks	Extra Effect	Multiple?
2	**Close Range**: Increase the range to Close (25 ft. + 5 ft./2 levels).	No
1	**Medium Range**: Increase range from Close to Medium (100 ft. + 10 ft./level).	No
1	**Long Range**: Increase range from Medium to Long (400 ft. + 40 ft./level).	No
1	**Line**: You fire a 5-ft. wide line, instead of a ray. Target is allowed a Reflex save for half damage.	No
2	**Cone**: You fire a cone out to range. Target is allowed a Reflex save for half damage. You can only gain this ability if you have already taken Line.	No
2	**Increased Damage**: Your attack deals an additional 1d6 damage.	Yes
3	**Diverse Energy**: Pick another type of energy. You can choose to deal damage with any energy type you have access to, but a given attack can only be of one energy type.	Yes
2 (1)	**Adjustable**: If you have also gained any of the above enhancements, you can choose to make your energy attack with less power. For example, if you normally have the ability to fire a cone of energy for 5d6 at Medium range, you could choose to fire a line of energy for 3d6 at Close range, if you wanted.	No

Removing Restrictions

If you have enough Hero Points, you can buy off a restriction. Normally, restrictions reduce a power's total cost in Hero Points, so you could potentially acquire a super power worth 6 HrPs for only 4 HrPs, but with some sort of limitation to the power. To buy off a restriction, you must spend a number of HrPs equal to the amount of reduction the restriction was worth, and the total cost of the power still cannot exceed your total character level +3. If you cannot fully pay off a restriction, you can reduce it, if there is some lesser form available, paying with whatever HrPs you can.

Some restrictions, called Character Restrictions, do not reduce a single power's cost, but rather provide bonus HrPs that you can spend on any powers. You can buy these restrictions off, just as with normal restrictions, as long as you have enough HrPs to cancel them out.

Bear in mind, however, that restrictions are often one of the defining traits of a Hero, and removing them, though it might make you stronger, can reduce your overall uniqueness.

Example: Let us continue the previous example of Bob, Todd, Stan, Michael, and Jessica. Taking some of the advice from Chapter Five: Creating a Supers Game, Jessica decided she wanted to keep advancement slow, but still available, to let the players appreciate their characters for a while instead of dreaming about what powers they'd gain when they leveled up. Finally, after several plotlines to thwart criminals and other supers, everyone in the group goes up to 13th level.

Stan's ice-powered mutant has been facing severe prejudice from the public because of his bizarre, crystalline appearance, so Stan decides that his character wants to gain another level of Hero so he can acquire a gadget that lets him conceal his real appearance with a hologram. Since this is only a minor power, Jessica offers to let him get such an item for free, but Stan says he wants to go farther, getting not just a simple holographic projector, but a device that can wholly change his appearance to whatever he wants, making the ultimate disguise. Jessica decides that's okay, and Stan's character becomes a Hero 11/Strong 2.

Todd is a little displeased with how his character has to continually assist his demonic master in grisly tasks, and he discusses his desire to get rid of the restriction to his powers. Jessica considers this, and decides that it will be alright, but she wants to make an adventure out of it. She tells Todd that his character can take an extra level of Hero, but that he and the rest of the group will have to roleplay through the effort of freeing Todd's character from the bonds of his demonic master. The character becomes a Hero 13.

Bob was intrigued with an encounter the group had with a ninja, and he likes being the odd man out with very few powers. He decides to take a level of Martial Artist, making his character a Hero 3/Strong 3/Smart 3/Charismatic 3/Martial Artist 1.

Michael has consistently felt that he's not contributing enough to the combat encounters of the group, and since he can't think of any logical combat power his character should acquire, he instead decides to take a level of Field Scientist, making her a Fast 1/Smart 2/Hero 9/Field Scientist 1.

Finally, Kevin, a new player, has decided to join the group, so Jessica lets him begin play with a 13th level character of any sort. Listening to Jessica describe the other player characters, Kevin decides to play off Todd's demonic backstory by making a telepathic priest who he hopes will be able to guide the tainted individual to a more righteous life. Jessica is delighted, as this fits perfectly with Todd's desire to be rid of his character's demonic dependence. Kevin creates a Dedicated 1/Hero 12.

Creating NPCs

Use the same general rules to create NPCs as to create PC supers. However, you'll notice that for some of the powers, there are costs listed, one for PCs and prominent NPCs, and another for monsters and minor NPCs. The reason for this is explained below.

Reduced Cost for NPCs

The costs listed in this book were primarily determined with player characters in mind. PCs have multiple adventures, fight many foes, and have dozens, if not hundreds of chances to use their powers. When the powers are given to PCs, or to

prominent NPCs who will likely recur over the course of several game sessions, these costs are balanced.

However, some powers are much less useful for minor characters and monsters. Those minor characters usually appear only once, and have a single chance to use their powers. Also, they are usually only present to be a brief challenge, usually combat-based. In these instances, powers with immediate, offensive effects are much more useful than those super powers with long-lasting implications, such as Fast Healing, Teleportation, and Danger Sense. A monster who can heal quickly in the middle of combat is quite a challenge for the PCs to fight, but a PC who can heal fully if given only a few minutes of rest becomes a challenge to the game master, if she wants to be able to challenge her players and create a dramatic game.

For this reason, alternative costs were given to some powers and enhancements, which apply only to minor characters and monsters. In the entries for each super power, they are listed in parentheses after the primary cost. When creating simple NPCs that will only be in the game for one encounter, use these reduced costs.

One of the clearest examples of this difference would be with undead. Unliving creatures have numerous immunities-to critical hits, poison, mind-influencing effects, stunning, and so on. To purchase these powers for a player character would cost a respectable 42 HrPs, the equivalent of more than 5 levels of Hero. However, even lowly zombies, with a challenge rating of ½, have all these immunities. Without these rules for reduced NPC costs, the value of certain powers would be skewed when creating villains. Afterall, since few PCs use poison, or disease, or stunning effects, these immunities are not nearly as powerful for a zombie, a creature which basically only exists for a few seconds of slashing, kicking, or blasting before it is destroyed. For the minor NPC or monster, all the immunities of an undead are only worth 8 HrPs.

Just remember, if a character is liable to only be able to use its powers during 1 to 3 rounds of combat before the PCs defeat or kill it, it probably is minor enough to use these reduced costs, but major villains should always be made with the primary costs.

Compelling NPCs

See *Chapter Five: Creating Your Supers Game* for more information on how to create interesting and compelling NPCs.

Hero Points instead of Magic Items

This section is wholly optional, and is provided to make super powers usable even in standard Fantasy d20 games. In Modern d20 games with no magical opponents or monsters, using the rules presented in this section will only unbalance your game. They should only be used for games where magic is a force to be reckoned with.

The Fantasy d20 rules assume that character of a given level will have a certain amount of magical gear. Possession of magical gear is assumed for purposes of balancing the difficulty of encounters, and without it, characters can be overwhelmed by challenges they should have little trouble with. For instance, without magic weapons, many creatures with damage reduction can be nearly invincible against even high-level characters. However, in order to create a believable story, many game masters prefer not to provide magic items to the player characters simply because the rules assume their presence. For example, many young characters could have mighty super powers without ever having gone adventuring. They would be high-level characters, but would have no logical reason to possess hundreds of thousands of gold pieces in magical items. Other games might be set in worlds where magic is rare, but magical monsters are just as common and deadly as normal, so it would not be consistent for the party to have great amounts of magic items.

Though this makes sense in a logical sense for the story, it makes it harder for the game master to balance encounters and provide suitable challenges for the players. For this reason, the following rules provide guidelines for giving characters Hero Points instead of magic items. These Hero Points can be explained in as many different ways as normal super powers can be explained, but the typical explanations are either incredible training that allows super-human powers, or innate magical abilities. Indeed, many heroes from folklore and myth have powers that defy normal explanation, without relying on magic items. Your fighter character might, through sheer force of his own heroism, become stronger.

Heroic Powers

These rules make use of the wealth charts presented in the DMG of Fantasy d20, and have no bearing on Modern d20. Find the section on character wealth by level. Since magic items are considered part of character wealth, if the characters have less than the 'standard' amount of wealth, this means that they are probably somewhat underpowered. To help balance their weakness, the game master has the option of letting them gain Hero Points instead of magical wealth.

Note that this does not mean that a character should be able to walk to a store, plunk down a bag of coins, and purchase a super power. Before using these rules, make sure that both game master and players understand that between magic items and hero points, neither option is inherently

more powerful. It is simply a matter of style and setting as to which you prefer to use.

To be eligible to acquire Hero Points in this fashion, a character must first take the Heroic Powers feat, detailed below. The ability to gain one's own powers is quite similar to many magic item creation feats, except that the option is not limited to spell-casting characters, and that the super powers are not magical. If the game master does not plan to use these rules, she should tell the players, so they do not bother taking this feat.

One final benefit of using this option is to cut down on the amount of gear PCs acquire from defeating opponents. If a typical villainous henchmen needs two or three magic items to be on fair fighting terms with the PCs, eventually you'll have more magic items than it'd be worth keeping track of. If everyone has minor super powers instead, though, you can make treasure more meaningful and less obligatory.

Table 3-3: Heroic Powers

GP Deficit	Hero Points	GP Deficit	Hero Points	GP Deficit	Hero Points
500	1	105,000	20	390,000	39
1,500	2	115,500	21	410,000	40
3,000	3	126,500	22	430,500	41
5,000	4	138,000	23	451,500	42
7,500	5	150,000	24	473,000	43
10,500	6	162,500	25	495,000	44
14,000	7	175,500	26	517,500	45
18,000	8	189,000	27	530,500	46
22,500	9	203,000	28	554,000	47
27,500	10	217,500	29	578,000	48
33,000	11	232,500	30	602,500	49
39,000	12	248,000	31	627,500	50
45,500	13	264,000	32	653,000	51
52,500	14	280,500	33	679,000	52
60,000	15	297,500	34	705,500	53
68,000	16	315,000	35	732,500	54
76,500	17	333,000	36	760,000+	55
85,500	18	351,500	37		
95,000	19	370,500	38		

Heroic Powers

You are able to develop superheroic abilities and powers.

Prerequisite: Character level 2+.

Benefit: Using the guidelines for player character wealth presented in DMG, you and your game master should determine how much your current wealth is less than the expected wealth of a character of your level. Then consult the following table, and find the highest entry that is less than how much your 'deficit' is. Reading along that line of the table, you gain the listed amount of Hero Points, which can be spent on super powers, just as if you had the Hero class. For the purposes of determining level-dependent effects, use either your Hero levels, or half your total character levels, whichever is higher.

Whenever your level increases, recalculate your wealth 'deficit.' You may choose to gain additional Hero Points to make up the difference, or wait for your game master to provide wealth in-game. The game master is encouraged to be forthright if no magical wealth will be provided, to help players make this decision. Whenever you gain more Hero Points, you can choose to improve existing powers, or gain new ones, as long as you do not go over the limit of max powers.

You cannot gain more than 55 Hero Points with this feat, regardless of what your 'deficit' is. You totally, definitely, certainly cannot take this feat more than once.

Special Note: Discuss the application of this feat with your game master before taking it. Make sure to determine whether she will allow you to have the powers you desire. Note that this is often contingent on how well you can explain why the powers you desire would be consistent for your character.

At the game master's option, if there will be little or none of the expected magical gear during a campaign, all characters might be allowed to gain this feat for free at 2nd level. However, this feat is wholly optional, so if your game master does not want to allow it (perhaps she wants a lower-

powered game, and doesn't want to compensate for fewer than normal magic items), that is wholly her prerogative.

Note that this will not produce exact matches between Hero Point costs and magic item costs since, indeed, rarely do magic items and super powers work exactly the same way. Compared to super powers, magic items are vulnerable to being negated by antimagic, but can be exchanged among party members with relative ease and are slightly cheaper. The two genres that spawned them are different, but the barriers can be crossed if you prefer to not have ever fantasy hero weighted down with dozens of magic items.

Example One: Edena is a 15th level Wizard, but after comparing the equipment she has to the suggested amount of gear for a character of her level, the game master determines that she is 55,000 gold pieces short. She talks with Edena's player, and they decide that it will be fair to give Edena 14 Hero Points to make up the difference, if Edena takes the Heroic Powers feat, which she does. With the game master's permission, Edena's player decides that Edena's magical powers have manifested with permanent abilities beyond her normal spellcasting, and she begins to pick a few powers, under her game master's guidance.

Edena's player's first impulse is to try to increase her Intelligence as much as possible to help her spellcasting. Though she could get a benefit as high as +14, this would use up all her HrPs, and she would like a greater variety of abilities. Instead, Edena's player decides to gain a +6 bonus from Heightened Intelligence (6 HrPs), plus a minor Energy Attack (fire) (6 HrPs), and becomes Ageless (2 HrPs).

Example Two: Cai is an 8th level Fighter, and his player has occasionally complained that his character has almost no magic items, which makes it hard for him to fight various magical monsters. The game master wants to play in a relatively low-magic world where magic items are rare, but she's willing to let Cai acquire a few 'super powers,' because he is far more heroic than average people. Since she doesn't intend to hand out many magic items throughout the course of the campaign, she decides to give all the PCs the Heroic Powers feat for free.

Cai has 25,000 fewer gold pieces than is suggested for a character of his level, so the game master gives him 9 HrPs. Cai's player wants to be able to harm damage resistant creatures, so he gets Super Strike, which lets him harm creatures as if he had a +2 weapon (3 HrPs). He also gets a +4 bonus with Heightened Constitution (4 HrPs), and a super-powered +1 natural armor bonus to AC from Heightened Defenses (2 HrPs), which takes up the rest of his HrPs. They explain these new powers as the result of Cai's combat training to harm magical creatures, and physical conditioning to provide AC bonuses and higher Constitution.

Keeping or Losing Exchanged Powers

Once you acquire a super power in this way, it is yours permanently, unless you acquired a gadget-based power. A gadget can be exchanged just as easily as a normal magic item could, however, so there is typically little reason to want to acquire gadget-based powers in this manner, since magic items are generally 'cheaper' to acquire. Regardless, the Hero Points you use in this way count against your normal suggested wealth in magical gear and equipment.

If you do have a gadget-based super power, you can choose to let someone use it, but it still counts against your limit, as long as it is still being used for the benefit of your group. If your gadget is destroyed or stolen, it is up to your game master as to whether and how you can get a replacement, just as it would be her prerogative to decide how easy it should be to replace a lost magic item. However, as a default, your character is assumed to be able to acquire a replacement gadget relatively easily. See Gadgets, on page 42 for more details.

Your game master should keep track of what each character's gold piece deficit is, and treat that character as if he actually does have magical items worth that amount, for purposes of determining what types of gear he should receive. Whenever a character gains a level, his 'deficit' will probably increase, so inform the player

whether he can gain more Hero Points, or whether you would prefer to give out gear as normal.

If a character who has the Heroic Powers feat goes down in level, such as though an energy drain, recalculate what his new wealth deficit is. If it is insufficient to provide enough Hero Points for the character's current powers, he loses access to those powers the same way a normal character loses abilities when he loses a level.

Handing Out Treasure to Supers

When handing out treasure from adventures, you usually don't have to worry about overpowering the party, even if they have the Heroic Powers feat. After all, there is little difference between a character who has 300,000 gp of magic items, and one who has 100,000 gp of magic items and 200,000 gp worth of super powers.

As an option, if you're willing to put in a little effort for book-keeping, you could reward characters with a Hero Point after each encounter, if the treasure they would normally have gained from that encounter would have pushed them in the next bracket of 'wealth deficit.'

Default Array of Heroic Powers

If you want all characters to have the Heroic Powers feat, but don't want to do book-keeping for NPCs, use the following table to determine what abilities NPCs of any given level should have. Remember that NPCs typically have less gear than PCs of an equivalent level, so this table is not meant for PCs.

Note also that these are merely statistical bonuses, and not actual powers. PCs and important NPCs should be the only ones with interesting powers; these 'powers' simply make opponents strong enough to be appropriately challenging.

Table 3-4: Default Heroic Powers

Class Level	Attack Bonus	Damage	Armor Class	Saves
1	+0	+0	+0	+0
2	+1	+1	+0	+0
3	+1	+1	+0	+0
4	+1	+1	+0	+0
5	+1	+1	+1	+0
6	+1	+1	+1	+0
7	+1	+1	+1	+0
8	+1	+1	+1	+0
9	+1	+1	+1	+0
10	+1	+1	+1	+1
11	+2	+2	+1	+1
12	+2	+2	+2	+1
13	+2	+2	+2	+1
14	+2	+2	+2	+1
15	+2	+2	+3	+2
16	+2	+2	+3	+2
17	+2	+2	+4	+2
18	+3	+3	+4	+2
19	+3	+3	+5	+2
20	+3	+3	+6	+3

Overloading Powers

The rules of this book say that you can spend a maximum number of Hero Points on a single power equal to your character level +3. However, since some of you like fiddling with rules, and since others of you just want to see how much you can abuse them, use the following guideline if you intend to remove that restriction.

Doubling Up: Once a character has spent the maximum number of HrPs on a single power, he can continue to gain ranks by spending 2 HrPs for each rank, 'doubling up' the cost for all ranks beyond the normal maximum. Once you reach the maximum again, all further ranks cost 3 HrPs apiece. After you reach the maximum again, further ranks cost 4 HrPs apiece, and so on.

When using these 'doubling up' rules, if you take restrictions to your powers, restrictions only reduce the cost of the first set of ranks up to your normal limit. Thus, a Hero 17 (normal limit of 20 HrPs per power) could offset the cost of an expensive power by a maximum of 10 HrPs.

If your character gains a level, recalculate how much the power should cost with the new, higher limit. This should free up some HrPs that can be spent normally.

Example: As an example of how far this can go, imagine a Hero 20 who just wants the biggest, most powerful energy attack

possible. He has 160 HrPs to spend, with a level-based limit of 23 HrPs per power.

Attack, Energy 1 (160 HrPs/58 ranks): Activated. As an attack action, can fire a ray, a 5-ft. wide line, or a cone out to Long range (400 ft. + 40 ft./level), dealing 13d6 points of force damage to all targets struck. Since this power is quickened, he can fire it twice as an attack action. Reflex DC 39 for half damage when using cone or line version. Base rank 1. Line (1 rank), Cone (2 ranks), Close range (2 ranks), Medium range (1 rank), Long Range (1 rank), Increased Damage x12 (24 ranks), Adjustable (2 ranks), Quickened Power (24 ranks). External gadget (2 HrP reduction).

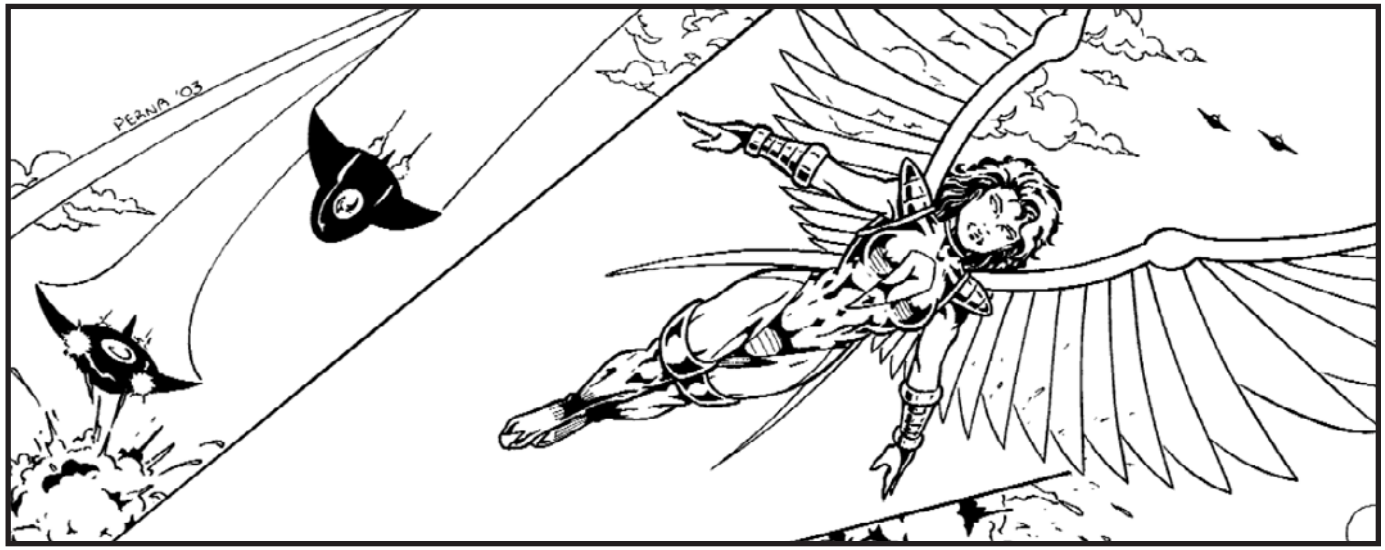
Doubling-Up Costs: Energy Attack 1 (23 HrPs/23 ranks), Energy Attack 2 (22 HrPs/11 ranks), Energy Attack 3 (21 HrPs/7 ranks), Energy Attack 4 (20 HrPs/5 ranks), Energy Attack 5 (20 HrPs/4 ranks), Energy Attack 6 (18 HrPs/3 ranks), Energy Attack 7 (21 HrPs/3 ranks), Energy Attack 8 (16 HrPs/2 ranks). Gadget (2 HrP reduction).

Chapter Four: Super Feats and Heroic Tactics

The Shade turns intangible just as the bullets would hit him, and instead they hit the gas tank of a nearby oil truck, allowing our masked crimefighter to make his escape through the concealing explosion. The Halfling Titan strains her muscles and hurls a wooden hut at the dragon rampaging through the village, knocking the beast over. Gale flies through a steel factory at the speed of a thunderbolt, dodging metal scaffolding as she searches for the two dozen timebombs set by her nemesis.

The core rules of the d20 system handle most circumstances that crop up during a standard fantasy (or action-fantasy) adventure, but when characters have superhuman abilities, sometimes the normal rules fail. This section attempts to provide answers to questions like, "How much damage does a hurled boat deal?" or "How hard is it to hit someone traveling at the speed of sound?"

This chapter presents a variety of small additions to the main super power rules in Chapter Three, including super feats, which represent special skills or tricks employing your super powers, and specific rulings for a myriad of super-powered tactics, such as high-speed maneuvering, throwing massive objects, and breaking stuff.



Super Feats

Super feats can be acquired just like any other feat, such as when you gain a feat every third level, or simply by spending 2 HrPs on the Gain Feat super power to get the super feat. However, super feats are distinct from normal super powers in that they are themselves not unnatural powers, but rather skilled applications of your own super powers. While a super power might grant the ability to move things telekinetically, a super feat would give you proficiency in fighting with weapons you wield from a distance. With a super power you dodge bullets, but it would take a super feat for you to be able to catch a bullet shot at someone else. You might been naturally inexhaustible from a super power, but you would need to take a super feat to perfect a fighting style that capitalizes on this ability.

The only distinction that sets super feats apart from normal feats is that they require super powers as prerequisites. Each of the super feats listed below has a prerequisite that can usually only be fulfilled by taking a super power, though with your game master's approval, other characters with similar abilities may qualify. For example, a sorcerer who knows the *telekinesis* spell could be allowed to substitute his spell for the Telekinesis power prerequisite, and a spellcaster who has cast an energy resisting spell can make use of the Elemental Leech feat.

Compressed Air Burst [Super]

Your strength is so mighty that you can use it to create damaging gusts of wind.

Prerequisite: Effective Strength 29+ for the purposes of lifting, carrying, and throwing.

Benefit: You may make attacks (but not attacks of opportunity) as if your reach were increased by 5 ft. for every 10 points of effective Strength you have beyond 10. If you do so, however, you deal only 1d6 points of damage with a successful hit, and no modifier from Strength. You can punch or kick so fiercely as to make the wind you create deal damage. You may choose to have this damage be subdual.

Earthquake Trip [Super]

You can knock people over by creating tremors in the ground.

Prerequisite: Effective Str 29+ for the purposes of lifting, carrying, and throwing.

Benefit: As a full-round action, you can stomp or slam your hands into the ground at your feet, creating a tremor that reverberates outward and can knock people over. This does not incur an attack of opportunity.

Make a Strength check with a -10 penalty. All creatures within 10 feet of you must make a Balance check against a DC equal to your Strength check, or fall down, as if they had been tripped.

Special: If you could not trip a person normally (such as if they are flying), you cannot trip them with this superfeat.

You may take this feat multiple times. Each time, the prerequisite strength increases by 20, and the distance affected increases by 10 ft.

Elemental Leech [Super]

You can drain elemental energy, snuffing its source.

Prerequisite: Energy Absorption.

Benefit: Whenever a creature with the same elemental designation as the elemental energy you can absorb attacks you or uses an elemental power against you, deal to it an amount of damage equal to the number of temporary hit points you gain from Energy Absorption.

Exotic Weapon Proficiency (clairtangent weapons) [Super]

Using your telekinesis, you can fight with weapons from a distance as well as you can at close range.

Prerequisite: Telekinetic Precision feat; Telekinesis with violent thrust enhancement.

Benefit: When using your telekinesis to move a weapon, you can attack with that weapon at a distance. You suffer a -1 penalty for every 10 feet of distance between you and your weapon, and if you cannot see the weapon or the target, you suffer a miss chance as if you were fighting blind.

If you have some means of moving your line of sight (such as clairvoyance), you can potentially ignore the above penalties.

Exotic Weapon Proficiency (giant melee objects) [Super]

You can wield giant objects as weapons, using them as proficiently as one can expect to wield things like buses, trees, and pieces of road.

Prerequisite: Effective Strength 29+ for the purposes of lifting, carrying, and throwing; effective size large or greater for purposes of wielding weapons.

Benefit: You are proficient in wielding makeshift weapons that are size Large or larger in melee. You only need to take this feat once to be able to use any giant melee object that you lift.

Special Note: See Incredible Strength and Giant Weapons, page 63, for more information.

Exotic Weapon Proficiency (giant ranged objects) [Super]

You are skilled in throwing giant objects, using them as proficiently as one can expect to wield things like busses, trees, and pieces of road.

Prerequisite: Effective Strength 30+ for the purposes of lifting, carrying, and throwing; effective size large or greater for purposes of wielding weapons.

Benefit: You are proficient in wielding makeshift weapons that are size Large or larger as ranged attacks. You only need to take this feat once to be able to use any giant ranged object that you lift.

Special Note: See Incredible Strength and Giant Weapons, page 63, for more information.

Faster Than a Speeding Bullet [Super]

You can react faster than bullets can travel, allowing you to dodge or even catch them.

Prerequisite: Super Speed, 22 ranks; Reflex save +20 or higher.

Benefit: Once per round as a reaction, you can automatically make a 5-ft. adjustment, even if you already have this round. This is usually enough for you to either dodge a melee or projectile attack, or to interpose yourself in the path of such an attack, so it strikes you instead of its target. If you move into the path of an attack, the target gains a cover bonus, as described in Chapter Eight in the Player's Handbook.

You cannot use this ability if you are denied your Dexterity bonus to AC.

Special: You may take this feat multiple times. For each extra time you take this feet, you get one additional 5-ft. adjustment for free each round as a reaction.

Float Like a Butterfly [Super]

You can adopt a hit-and-run style of combat that wears out your opponents. By backing away quickly whenever your opponent attacks, you force your opponents to exert themselves more than usual.

Prerequisite: Inexhaustible Endurance.

Benefit: Whenever you take an attack action or a full defense action, any opponent who attacks you before your next action is considered to be 'running' for the purposes of endurance. This has no effect on attack or damage rolls, but if combat lasts long enough, your opponent could become fatigued.

Instant Phase [Super]

You can phase out as a reaction.

Prerequisite: Phase, with Incorporeal and Quicken enhancements.

Benefit: Once per round you can become incorporeal as a reaction, even if it's not your turn.

Leap of the Clouds [Super]

You can jump incredibly high.

Prerequisite: Effective Strength 29+ for the purposes of lifting, carrying, and throwing.

Benefit: Your jumping distance is not limited by your height.

Partial Phase [Super]

You have fine control over your phasing.

Prerequisite: Phase, with Incorporeal enhancement.

Benefit: Whenever you phase, you can choose to phase out part of your body. Unless an opponent is able to strike incorporeal creatures, this grants a bonus to AC similar to cover. You need to be at least one-half tangible in order to cast spells with verbal, somatic, and material components.

Table 4-1: Partial Phase

Amount Incorporeal	Benefit on Material	Benefit on Ethereal
25%	**+2 AC, +1 Ref**	+7 AC, +3 Ref
50%	**+4 AC, +2 Ref**	**+4 AC, +2 Ref**
75%	+7 AC, +3 Ref	**+2 AC, +1 Ref**
90%	**+10 AC, +4 Ref***	+1 AC, +0 Ref
100%	**Cannot be hit**	No Effect

*Half damage if save is failed; no damage if successful.

As long as you are no more than nine-tenths phased, you can still make physical attacks.

Precognitive Sensitivity [Super]

You can sense oncoming danger several minutes or hours in advance.

Prerequisite: Danger Sense.

Benefit: Whenever danger will threaten you in the near future (less than a few hours), the game master can, at her option, tell you that you feel a sense of oncoming danger, with an intensity ranging from mild to deadly. You gain no insight into who is responsible for the upcoming threat, or what form the danger will take, but you can take steps to protect yourself.

Shape Energy Blast [Super]

You can reshape your energy blasts to avoid certain targets.

Prerequisite: Energy Attack.

Benefit: When you fire your energy attack, you can designate one 5-ft. square which your attack does not affect. If you fire a line or a cone, the energy simply doesn't hit there, and if you fire a ray, the way will either swerve to avoid the chosen square, or simply pass through that square as if there was nothing there.

Shielded Deflection [Super]

You can use a shield effect to deflect incoming attacks.

Prerequisite: Shield.

Benefit: As a readied action, you can deflect an incoming missile attacks, ray, line, cone, magic missiles, etc. If the incoming attack is wholly blocked by the shield's surface, you may use a readied action to reflect it into a direction of your choice. If the attack required an attack roll, you must make an attack roll to hit the new target, but if the attack is an area of effect power, you can simply choose the new alignment.

Super-Charge Power [Super]

You can use your own life-force to fuel your powers.

Prerequisite: Any one super power.

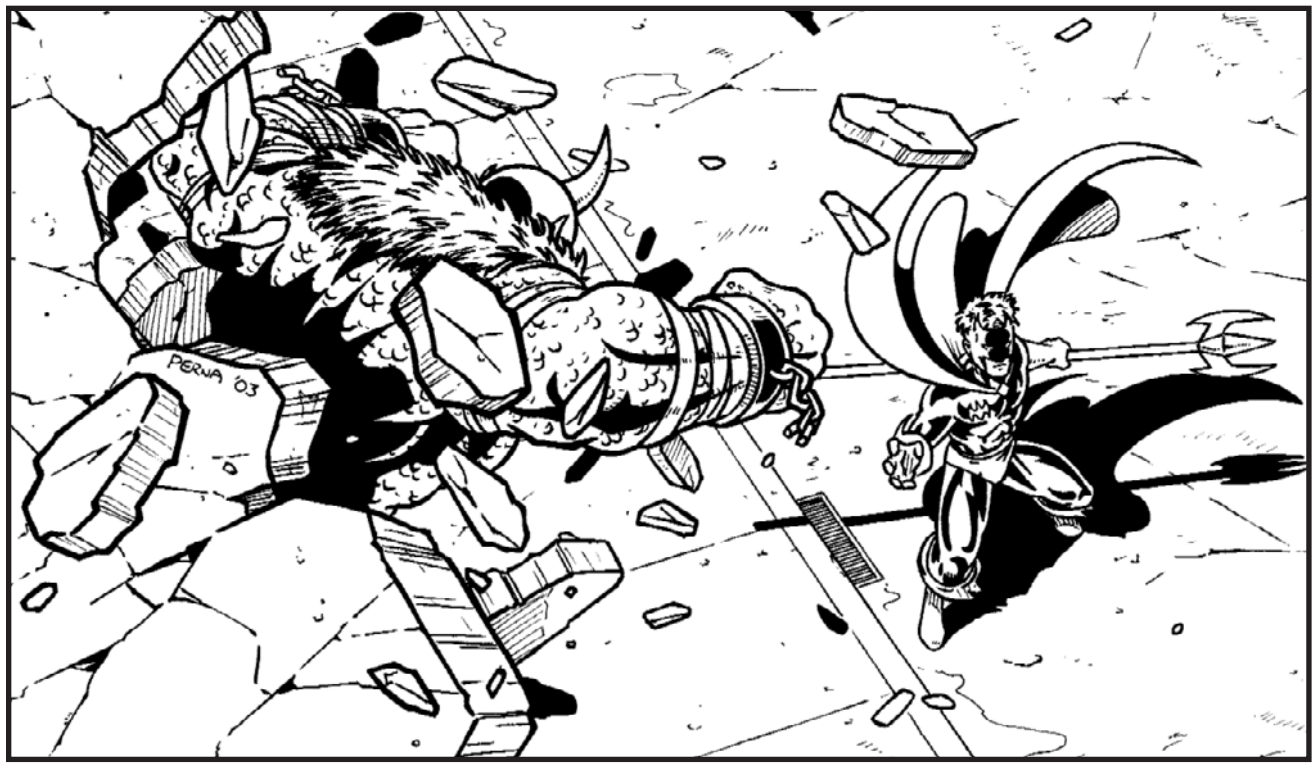
Benefit: As a full-round action, you can gain a number of virtual ranks to any one super power you have, lasting for one minute. For each virtual rank that you gain, you take 5 points of damage. Since this is not an actual increase in Hero Point cost, you are not restricted by the normal limit of character + 3 Hero Points in a single power, so you can increase the power as much as you are willing.

Telekinetic Precision [Super]

Using your telekinesis, you can move objects at a distance as precisely as you could up close.

Prerequisite: Telekinesis.

Benefit: You can take actions that require manual dexterity through your telekinesis, such as opening locks, picking pockets, or untying bindings around your hand. You suffer a -1 penalty to any related checks for every 10 feet of distance, and if you cannot see the location where you are using your telekinesis, you suffer a -10 penalty to any checks you make.



With this feat, you can also use feats at a distance that normally utilize your own body. If you have the Deflect Arrows feat and Telekinesis with a range of 40 ft., you could deflect arrows at a distance, though you'd suffer a penalty for range.

Telepathic Prediction [Super]

You can telepathically sense and evade the attacks of your foes.

Prerequisite: Telepathic Scan, with Quicken enhancement..

Benefit: Each round, as a free action, you can declare a foe that you are scanning with this feat. You sense subtle nuances of his mind, and gain a +4 dodge bonus to AC against attacks by that foe. If the foe you choose is immune to mind-influencing effects or mind-reading, you gain no benefit from assigning him as the foe you are scanning. You may reassign foes as a free action.

Thunderclap [Super]

You can clap hard enough to create a deafening sonic boom.

Prerequisite: Effective Strength 29+ for the purposes of lifting, carrying, and throwing.

Benefit: As a full-round action, you can clap your hands together and create a sonic boom that reverberates out in every direction, with a distance of 5 ft. for every 10 points of effective Strength you have beyond 10. See the rules for sonic booms on page 68.

Heroic Tactics

The following rules will help game masters adjudicate some of the more unusual or powerful aspects of super-powered adventuring.

Unorthodox Power Usage

It is quite common in comics and other superheroic genres for characters to use their powers in unorthodox ways. A character with super strength might clap his hands to create a burst of sound that stuns opponents, and a character who can create strands of webbing might create a shield with his power. However, though these abilities might seem a natural extension of your Hero's powers, for the sake of balance they should be made into superfeats (see Thunderclap, above), or gained as new powers (Create Object, out of web). Your game master might let you get away with a few minor things (claws providing a +1 bonus to climb trees, using feathered wings to provide cover for allies who hide behind you), but any form of attack power should be bought with Hero Points.

Bear in mind that many heroes from comics would be the equivalent of 20th-level Heroes or higher, so they've had the chance to spend their HrPs on appropriate super powers. Don't be surprised if your 5th level Hero isn't quite as powerful. However, this is one way by which you can mix the comic standard of characters not becoming more powerful with the progression of levels common to d20 gaming. Characters' powers might not become stronger, but they can gain new ways to utilize them, which they learn through experience.

Breaking Things

The details on item hardness and hit points are repeated here for ease of reference. Note that the sizes listed are for the purposes of wielding and throwing these objects, not attacking them. For example, a greatsword is a large object for the purposes of who can wield it, but it is only a medium-size object for the purposes of attacking it.

Table 4-2: Breaking Things

Substance	Hardness	Hit Points
Paper	0	2 / inch of thickness
Rope	0	2 / inch of thickness
Glass	1	1 / inch of thickness
Ice	0	3 / inch of thickness
Plastic	1	2 / inch of thickness
Wood	5	10 / inch of thickness
Stone	8	15 / inch of thickness
Iron	10	30 / inch of thickness
Mithral	15	30 / inch of thickness
Adamantine	20	40 / inch of thickness

Objects larger than colossal are generally useless as weapons. If characters are powerful enough to lift and throw them, yet there still remains a doubt of if the creature struck has survived, the game has likely progressed beyond the need for accurate rules adjudication.

Table 4-3: Break / Burst DCs

To Break / Burst	Str DC
Break down simple door	13
Break down good door	18
Break down strong door	23
Burst rope bonds	23
Bend iron bars	24
Break down barred door	25
Burst chain bonds	26
Break down iron door	28
Break through hewn stone (3 ft)	50
Break through titanium ship hull (3 ft)	100

Incredible Strength

Your actual ability to lift and move things may be different from simply your Strength score. To determine your effective Strength for the purposes of lifting, carrying, and throwing, use the following rules.

For most characters, this will simply be their normal Strength score, but if you are a size other than Medium, or if you have the Mighty Lifting or Super Strength super powers, this number will be different. The super powers' entries describe how they modify your effective Strength, but use the following table to determine how different sizes affect lifting capacity.

Fine: -15 to effective Strength.
Diminutive: -10 to effective Strength.
Tiny: -5 to effective Strength.
Small: -2 to effective Strength.
Medium-size: No modifier to Strength.
Large: +5 to effective Strength.
Huge: +10 to effective Strength.
Gargantuan: +15 to effective Strength.
Colossal: +20 to effective Strength.

Thus, Zidi Wheatling, the "Halfling Titan," has an effective Strength for lifting and throwing of 48 (base of 23, +15 from Mighty Lifting, +12 from Super Strength., -2 from being Small). A typical gold dragon has an effective Strength of 67 (base of 47, +20 for being Colossal). This gives Zidi an effective Strength bonus of +19, and the dragon an effective Strength bonus of +28.

Giant Weapons

Characters with the Mighty Lifting power are considered to be effectively one size category larger for the purposes of lifting, carrying, and throwing. For example, Zidi Wheatling, one of the sample characters presented in Chapter Seven, is a halfling, but is effectively Huge for the purposes of using objects. In combat, she wields a huge longsword and a large longsword as effectively as a halfling would wield a shortsword and dagger, and does it with a smile.

When using existing weapons that are simply scaled up, the rules are quite simple. Using the following table, simply scale the weapon's damage up to the next size category. If the object is several size categories larger, simply repeat this process multiple times. For every two increases in size category, a weapon gains an extra 5 feet of reach, but use common sense if the character might be unable to use her weapons in an enclosed space.

Table 4-4: Larger Weapons

Original Damage	Larger Damage
1d2	1d3
1d3	1d4
1d4	1d6
1d6	1d8
1d8	2d6
1d10	2d6
1d12	2d8
1d20	4d6

Things become somewhat more difficult when makeshift devices are used as weapons. There are no clear stats for things like busses, lightpoles, or trees, but their stats are relatively useful to determine.

Fighting With Giant Objects

First of all, you have to be able to lift the object you want to wield, and unless your effective size category is large enough, you simply won't be able to use it effectively as a weapon. Remember, if you are one size

Table 4-5: Giant Objects as Weapons

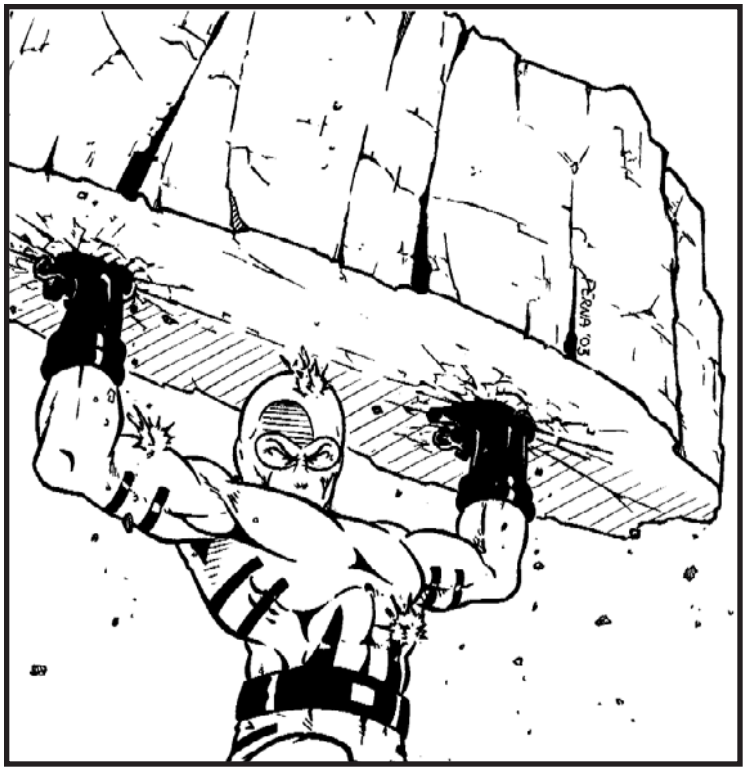
Object Size	Example	Weight	Reach	Attack Bonus	Damage
Large	Steel door, couch	500 lb	+0 ft.	+1	2d6
Huge	Wagon, car, shack	2 tons	+5 ft.	+2	4d6
Gargantuan	Semi-truck, large tree	8 tons	+15 ft.	+4	8d6
Colossal	Private jet, humpback whale	30 tons	+30 ft.	+8	16d6
Whoppin'	Brontosaur, Arc de Triomphe	100 tons	+60 ft.	+16	32d6

category smaller than an object, you can use it two handed, and if you are the same size category or larger, you can wield it one-handed.

Next, unless you take the appropriate Exotic Weapon Proficiency, you will suffer a -4 penalty to attack rolls with giant objects. Because giant objects are so large, however, they grant a bonus to attack rolls with them, because it is relatively hard not to hit with them, so this may offset the non-proficiency penalty.

For hurled objects, see the next section below for more detailed information.

For objects used as melee weapons, simply consult *Table 4-5: Giant Objects* as Weapons to determine average weight, reach, and damage of objects of various sizes. Note that these figures are quite rough, and that certain objects might have different traits, such as slightly higher damage dice with denser objects, or longer reach with narrow objects like I-beams. Unless you have a good rational for otherwise, assume that all these objects are bludgeoning, and have a Critical Threat entry of "x2."



Also note that the sizes listed are for the purposes of wielding and throwing these objects, not attacking them. For example, a greatsword is a large object for the purposes of who can wield it, but it is only a medium-size object for the purposes of attacking it. Objects larger than colossal are generally useless as weapons. If characters are powerful enough to lift and fight with oilrigs, skyscrapers, and mountains, yet there still remains a doubt of if their opponents survive the attack, the game has likely progressed beyond the need for accurate rules adjudication.

Throwing Giant Objects

First, determine whether the weight of the object being thrown is enough to encumber the attacker. Otherwise, the rules for throwing giant objects are the same as for throwing normal objects, except for one key element-distance. Giant objects have very small range increments, but those with the ability to lift them have the ability to throw objects farther than normal men.

All things being equal, any object Medium-size or smaller typically has a range increment of 10 ft., whereas larger objects have a range increment of 5 ft. However, if one is strong enough, it is possible to throw objects huge distances. Normally, objects can be thrown a maximum of 5 range increments, with a -2 penal-

Table 4-6: Incredible Strength and Range

Effective Strength	Range Increment Multiplier
10	x1
30	x2
50	x4
70	x8
90	x16
110	x32
130	x64
150	x128
170	x256

ty for each range increment beyond the first. For every 20 points of effective Strength beyond 10, the size of range increments are doubled. Depending on terrain, it might not be possible to see a target at maximum range, but in open terrain, you can throw great distances.

Giant hurled objects deal the same damage as giant melee weapons of their size to whatever they hit. Additionally, anything that the object falls upon takes full damage, but with no strength modifier. Creatures that could be crushed are allowed a Reflex save (DC 20) for half damage. Though unlikely, people have managed to survive being crushed under mountainslides before.

Example One: Merlyn , an Andromedan with an effective Strength of 169, is having a throwing contest with his best friend, who has an effective Strength of 6, to see who can toss a Colossal log the farthest. Needless to say, Merlyn will win, but how far can he throw? A Colossal log normally has a range increment of 5 ft., but for Merlyn it has a range increment of 1,280 ft. Thus, he could throw the log up to 6,000 ft., but since that's probably beyond his line of sight, he would be throwing blindly, so he would have practically no chance of landing it where he wants it to go.

Later, Merlyn and his buddy have a contest to see who can throw a penny the farthest. Though the penny is substantially lighter than the log, it is not much more aerodynamic, and wind resistance can slow it easily, so the penny has a range increment of 10 ft. With this little object, Merlyn could throw twice as far.

Example Two: A large goblin attacks a village Zidi is visiting, striking when she is out playing with the local children and thus does not have her swords available. The goblin snarls at the children and scares them away, driving Zidi into a protective frenzy, giving her an effective Strength of 52. She grabs the nearest weapon she can find-a huge wagon-and hurls it at the goblin.

Her attack bonus is +9, and since she has Exotic Weapon Proficiency (giant thrown object) she suffers no penalty to her attacks. Indeed, since the wagon is a huge object, she gains a +2 bonus to her attack roll, for a total of +11. The wagon has a range increment of 5 ft., and Zidi could potentially throw up to 20 range increments. However, the goblin is only 20 ft. away, so Zidi suffers a -6 penalty to her attack roll, for a final modifier of +5. With a mighty heave, Zidi throws and catches the goblin in the face, dealing 4d6+12 damage. As the goblin recovers, Zidi looks around for something bigger to throw.

KNOCK-BACK

As an attack action, you may attempt a knock-back, similar to a bull rush, in which you use the force of your blow to knock an opponent backward or to the side, without having to pursue him. Though great strength is usually required to knock an opponent back like this, you must consciously choose to knock your foe back, regardless of your strength, since most hits do not provide enough thrusting power in a single direction to move your foe much.

Making a Knock-back Attack

You must declare a knock-back before you make your attack roll. Note that making a knock-back is an attack action in itself, so it cannot be made during a full attack action. Make your attack roll as normal, but if you hit, do not add your Strength modifier to your damage, since most of the force is being used to push back, not injure.

Then, make a Strength check, using your effective Strength for lifting, carrying, and throwing, as determined above. The DC of this Strength check depends on the size of your target.

Fine:	DC 4.
Diminutive:	DC 8.
Tiny:	DC 12.
Small:	DC 16.
Medium-size:	DC 20.
Large:	DC 24.
Huge:	DC 28.
Gargantuan:	DC 32.
Colossal:	DC 36.

At the game master's prerogative, the DC may be reduced for creatures that are lighter than their size would suggest, or increased for those that are heavier than average. A Large iron golem would probably count as a Gargantuan creature because of its immense weight, while a hollow Huge whicker monster might only count as Large for the purposes of moving it.

Also, knock-backs do not work against creatures that are intangible, and the game master may rule that certain types of creatures cannot be knocked back because of their substance or structure. Air, fire, and water elementals cannot normally be knocked back, nor could a golem made of thin paper, since the mass of the creature is not solid enough to knock-back.

If you beat the DC of the target, you knock it back 5 feet, plus 1 foot for every point by which you succeeded, in the direction you choose. This direction obviously must be away from you, not toward you. You may choose to hit the target a shorter distance if you want. To determine how high the target flies, divide the total distance by four; this is the usual height of the target at the apex of its flight. When the target hits the ground, he takes 1d6 points of impact damage from falling and skidding.

If the target strikes a solid object before it travels its full distance, both it and the object it strikes take 1 point of damage for each foot of distance left. This is in addition to the 1d6 points of damage the opponent takes when he lands. If this is enough for the target to break through the object, he will keep flying, possibly striking more targets.

If the target thrown is smaller or larger than Medium-size, it takes the same damage from an impact, but deals one-half as much for each size category smaller, or two times as much for each size category larger.

Knock-back Tricks

Sometimes you want to do more than just send your foe flying.

If the path of your knock-backed foe travels through the square of another creature, that creature can choose to either try to dodge, or try to stop the flying creature. If the creature wants to stop the projectile, make an opposed Strength check against that creature, as if with a bull rush, including normal modifiers for size. Instead of your normal Strength bonus, use the remaining feet in the knocked-back creature's flight as your bonus. If the creature succeeds its check, the knocked-back foe lands prone in that square, and takes full damage as if it had struck an inanimate object. The creature that blocked the flight takes no damage.

If it fails its Strength check, then both creatures fly along the same path as the first one. The distance they travel is equal to either the amount left in the original creature's flight, or the amount by which you beat the interposing creature's Strength check, whichever is less. Neither one takes any damage until they land or strike a solid surface.

If the creature wants to dodge, it must succeed a Reflex save (DC 10). If successful, then it avoids the projectile, and the knocked-back creature continues its movement. If the creature fails its Reflex save, treat it as if it tried to block the flight, and rolled a natural 1 for its Strength check.

You may also try to intentionally use your knock-backed foe as a ranged weapon, trying to deal damage. After you succeed in the knock-back, make a normal ranged attack roll (usually with a -4 non-proficiency penalty, unless you take Exotic Weapon: Punted Supervillain). Assume that a knocked-back creature has a range increment of 5 ft. This is not a touch attack, since you could strike and still not deal damage. If you successfully hit, deal damage the same way as if the hurled foe had struck an inanimate object. If you beat the touch AC, but not the full AC, the hurled foe takes full damage, but the target you were trying to hit takes none.

If there are creatures in the way of a deliberate ranged attack like this, then they provide a cover bonus to the target's AC, unless those creatures want to dodge. Instead of having targets make Reflex saves to dodge in this case, simply assume that since you're trying to avoid them, and they're trying to avoid you, they don't provide cover.

Throwing Foes

In order to throw a creature that is struggling, you must use a full-round action to attempt to grab and throw that foe. First, make an attack as if you were trying to grapple your opponent, with a -10 penalty. If you are successful, make a ranged attack roll, just as if you were trying to throw a log or something similar. You suffer a -4 penalty to your attack roll because your opponent is struggling, in addition to the -4 penalty from being non-proficient, unless you have Exotic Weapon Proficiency (giant ranged

weapons). If your foe is paralyzed or unconscious, you do not suffer the -4 penalty from its struggling.

If you already are in a grapple, you can, as an attack action, make an opposed grapple check with a -10 penalty to throw your opponent. Then make a normal ranged attack roll, with the -4 penalty as detailed above.

Example One: A slumbering ancient wyrm gold Dragon is awakened when he senses a pair of kobold thieves stealing trinkets from his horde. Instead of crushing them in his lair and having to clean up the mess, the Dragon follows them until they exit his cave, then strikes, hoping to have some fun and play kobold golf. He easily succeeds a knock-back attack, and makes his Strength check against DC 16 (since kobolds are small). He rolls poorly, and gets only a 32, and thus punts the scaly thief 21 feet down the mountainside. The normal attack, plus the falling damage, easily kills the small brigand.

He chases after the second kobold as it screams and runs for its life, and this time does better, getting a Strength check of 46. With a pitiful wail, the kobold flies a satisfying 35 feet, and a new Draconic sport is born.

Example Two: While placidly playing with a group of street urchins, Zidi spots a giant Goblin charging the town's walls. Her first attack - hurling a wagon at it - doesn't take it down, and the Goblin is smart enough to send his normal-sized minions in first to soften up the Halfling Titan. Zidi doesn't worry much about the small Goblins, but she can't reach their huge leader, so she adopts new tactics.

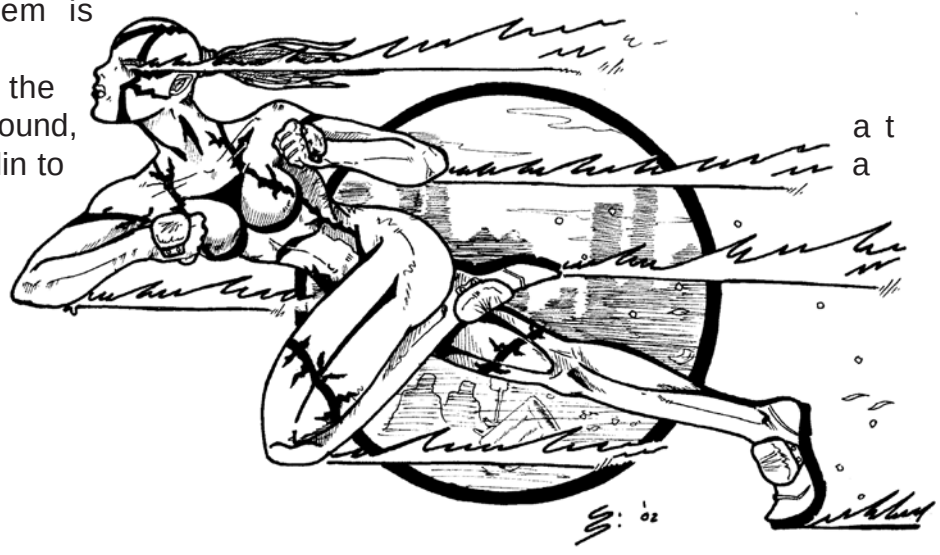
With a fierce punch, she tries to knock a Goblin warrior into his leader. She easily hits, and rolls a 31 for her Strength check, enough to knock the Goblin the 20 feet to his boss. Unfortunately, there are too many other Goblins in the way, and after flying only 5 feet the hurled Goblin enters the same square as one of his comrades. The Goblin tries dodge, but fails his Reflex save, and is hit nearly completely off balance. The two Goblins could continue to fly 15 more feet, but there is one more Goblin right in front of the leader, who loyally tries to block his flying comrades. Since by this point they only have 5 feet of flight left in them, Zidi only has a +5 bonus to her opposed Strength check, and the Goblin manages to stop the projectiles. Both the Goblins that were flying take 1d6+5 points of impact damage from the landing, but the Goblin who stopped them is unhurt.

Peturbed, Zidi tries the next best thing the next round, and looks for a good Goblin to throw.

Traveling at Super Speed

Faster than a speeding bullet, some super heroes can travel quicker than the eye can see. Such celerity is excellent for getting to or away from places of danger, but how useful can it actually be in the midst of combat? When traveling at exceptional speeds, you are harder to hit, but the minimum distance you can react in-such as to stop, change direction, or try to hit someone-can pose problems for your own maneuvering and attacks.

For the purposes of these rules, super speed refers to movement rate faster than 500 ft. Since 10 ft. of speed per round is about 1 mile per hour, these super speed rules only apply when traveling faster than 50 miles an hour. Whenever this section's text mentions a Reflex save, the DC will be 10 + 1 per 500 ft. of speed. Thus, if you had 20 ranks of Super Speed and were traveling



speed of 3200 ft., it would be Reflex save DC 16.

Turns and Obstacles: Each round that you move at super speed, you must make a Reflex save. The game master may apply a penalty to this roll of up to -2 if there are a great deal of obstacles that must be avoided individually. For every maneuverability class above clumsy, you get a +2 bonus to this save.

If you fail, you collide with something if there is an obstacle in his path, and your movement stops at that obstacle. What you collide into can range from trees, to cars and buildings, or even the ground itself. Of course, if are flying high above the ground, you have no chance of a collision, and can ignore these rules. See the rules below for High-Speed Collisions.

Avoiding Hazards: If a creature moving at super speed passes through an ongoing dangerous effect that requires him to make a Reflex save (such as an entangle spell or a wall of fire), the creature gains a +1 bonus to that Reflex save for every 500 ft. of speed.

If it becomes important, assume that each round a creature can just ignore holes in the ground and other such obstacle that are shorter than 10 feet for every 500 ft. of speed. Thus, if there is a 500 ft. wide ravine, a character traveling at a speed of 25000 ft. or faster could just jump over the gap with ease.

Perception: For every 500 feet of speed you are moving, you suffer a -1 penalty to Spot and Listen checks.

Combat and Attacks: A creature that moves at super speed gains a +1 speed bonus to AC for every 500 ft. of speed, and an equal penalty to his attack rolls, lasting until his next round. A creature attempting to hit a target moving at super speed can ignore the speed bonus to AC if he succeeds a Reflex save (DC 10 + 1/500 ft. of the target's speed). Likewise, the creature moving at super speed can ignore his speed penalty to attack rolls if he succeeds a Reflex save of his own.

Sonic Booms

Objects traveling at near the speed of sound create a compression in the air in front of them. As the object increases in speed, the sound waves from their own movement are slower than they themselves are, so the build-up of energy eventually releases as a sonic boom as the object crosses the sound barrier. This noise can be deafening and potentially destructive.

Whenever a character breaks the sound barrier, he deals 5d6 points of impact damage to himself and any fragile objects traveling with him (such as glass). Additionally, any creatures or objects within 50 ft. take 2d6 points of damage, and creatures must make a Fortitude save (DC 20) or be stunned for one round and deafened for a minute.

High-Speed Collisions

If you are traveling at high speeds, you might stray slightly off course and impact with a solid object, dealing significant damage, or you might intentionally ram a target. For every 500 feet of speed you are traveling at, both you and the object you strike take 1d6 points of impact damage. This damage is much the same as if you fell from a great height, in that damage reduction does not negate the damage, though the Impact Resistance power can help people, and hardness protects objects. Additionally, if you are intentionally ramming something, the first 1d6 damage to yourself is subdual.

If your collision is accidental, and you are going to collide with a creature that can move, it can attempt a Reflex save to dodge. If successful, the creature manages to avoid you, and neither of you take damage. If there are several creatures in your way, each may attempt to dodge. If you end your turn in a square occupied by someone who successfully dodged you, then that person moves 5 feet in any one direction, so that the two of you do not occupy the same space.

If you make an intentional bull rush attack against someone while traveling at faster than 500 feet per round, per 500 feet of speed you gain a +1 bonus to your Strength check and may choose to deal 1d6 points of damage. The target cannot make a Reflex save to avoid your bull rush (because your attack roll has already determined whether you hit). If you choose to deal damage with the bull rush, both you

and the target take the damage, because the collision is so forceful.

If the object you strike is lighter than you are, it is more likely to be just knocked aside, and so the damage to each of you is reduced proportionally by how much lighter the impacted object is. For example, if a 200 pound human flew into a 25 pound halfling at 6000 feet per round, the normal 12d6 damage would be divided by 8, since the halfling's weight is 1/8th the human's weight. Striking an object that weighs less than a pound should almost never result in damage.

If you deal enough damage to destroy an object that you hit, you continue traveling, out to the distance you overshot your intended destination. However, since your momentum has been expended somewhat, only the damage in excess of what was required to destroy the barrier is carried over to any other objects you might strike.

You can take the Impact Resistance power to minimize damage from impacts. This power reduces damage both from your own collisions when traveling at high speed, and damage from when other characters might ram you.

Example One: Gale has 22 ranks of Super Speed, and thus can fly at 6,430 feet per round with poor manueverability (which grants a +2 bonus to Reflex saves to avoid obstacles). Trying to reach the two dozen timebombs planted in an steelworks factory, she has to weave and speed through a maze of scaffolding and debris. Though it would take her only a few seconds to fly the length of the factory, she has to try to avoid a myriad of obstacles in her path. Too angered to think rationally, she flies in at full speed, having to make a Reflex save (DC 23) each round, and suffering a -13 penalty to her Spot check to locate the bombs. Unsurprisingly, she soon fails a Reflex save (rolling a 15, failing by 8), and fails to turn in time. With a startled cry, she reacts too late and crashes into a stone support column.

At her speed, the impact deals 13d6 points of damage to herself and the column. The die roll results in 52 points of damage, and since it only takes 30 points of damage to destroy the stone column, she bursts through it and hits another column slightly beyond it. She takes 52 points of damage, deals a destructive 30 points of damage to the first column, and then another 22 damage to the second column.

The impact jars her enough for her to realize she needs to slow down, and with a pained groan, she presses on at a more cautious 900 feet per round, slow enough to avoid any obstacle (she automatically succeeds the Reflex save DC 12) with only minimal penalties to her searching (-2 to Spot checks).

Example Two: Merlyn, an Andromedan with 26 ranks of Super Speed, can fly at 25,630 ft. per round with perfect manueverability (which grants a +8 bonus to Reflex saves to avoid obstacles). When a tank rolls into a small homestead and threatens the villagers, Merlyn laughs and simply flies into the air, circling in a wide arc and then ramming the tank at full speed out of the town. He easily succeeds the Bull Rush attack against the AC 4 tank, and decides to deal full damage with his bull rush attack. The tank has no strength score, but gains a +8 bonus because it is Huge. However, Merlyn gets a +51 bonus because of his speed, and an additional +59 from his super strength, so he easily wins the opposed check, by a margin of 92. Using the rules for bull rush attacks, this allows Merlyn to shove the tank 97 feet. Both of them take 51d6 points of impact damage, but Merlyn's Impact Resistance power protects him from the damage entirely. The tank explodes in a burst of flame and shrapnel, but again, the Andromedan is unharmed. He emerges from the wreckage of the tank to the cheers of the homesteaders.

Chapter Five:
Creating A Supers Game

The game master has the hardest job of all when running superhero game. He must create the world or genre within which the players will operate, and the limitations which govern their options. With all the potential powers that superheroes can possess, the task of creating challenging and compelling storylines to entertain and engage your players can be quite daunting. Though this chapter cannot present all the tools a game master can use to tell good roleplaying stories, it can present advice to handling the unique complications-and opportunities-of the superheroic genre.

Defining Your Genre

Perhaps the first thing you'll want to determine before planning your superheroes game is the type of game you and your friends want to play. If you have clashing interests-perhaps you prefer four-color Golden Age comics while some of your players want to delve in the grimmer trends of 80's-style superheroes-it can be hard to please everyone in the game. Things can become even worse if some of your players are avid dark science-fiction players, but you want to play a mythic fantasy superhero game.

Two main traits define the genre of a superhero game. The first, Setting, refers to the era of the game, be it bronze age Egypt to information age Silicon Valley. The second, Tone, encompasses things matters as how heroic the game will be, whether it will be hopeful or bleak, and how realistic you intend to be.

Setting

Though the superheroic genre was first popularized in the then-modern setting of the early 20th century, nothing prevents you from playing a game with superheroes in Victorian London, Renaissance France, Dynastic China, or even earlier periods. However, you should keep in mind some of the implications of choosing a particular setting for a superheroic campaign.

In general, the following sections assume you are using these rules to create a superheroic style of storytelling. If you prefer to play a different style of game-traditional high fantasy, modern spygames, or speculative sci-fi-you can still use the rules in this book to give characters new options for advancement, without having to worry about altering your storytelling style.

Fantasy

In traditional comics, superheroes are usually considered 'super' because their powers are unique, beyond those of normal people. In settings where magic already allows people to fly, be nearly immune to damage, and fire devastating energy attacks, super powers can seem somewhat redundant. Popular high fantasy is full of flashy magic, often to the level that it diminishes the prestige of super powers. Therefore, for super powers to have much of an impact, and to make them stand out from more common sorcery and spellcraft, you might want to encourage types of powers that current magic does not handle well. Similarly, you might want to use the rules for super powers to represent new types of magic.

The main way in which super powers differ from standard d20-system magic is persistency. Magic spells can usually only be used a few times each day, while super powers can be used as often as desired. Also, spells do not handle permanent effects very well. Indeed, though it is a common theme in myths and legends for heroes and villains to have powers beyond those of mortal men, the core rules do not handle permanent enhanced strength or invulnerability well. If you are looking for a way to make superheroes stand out from magi, suggest persistent powers like invul-

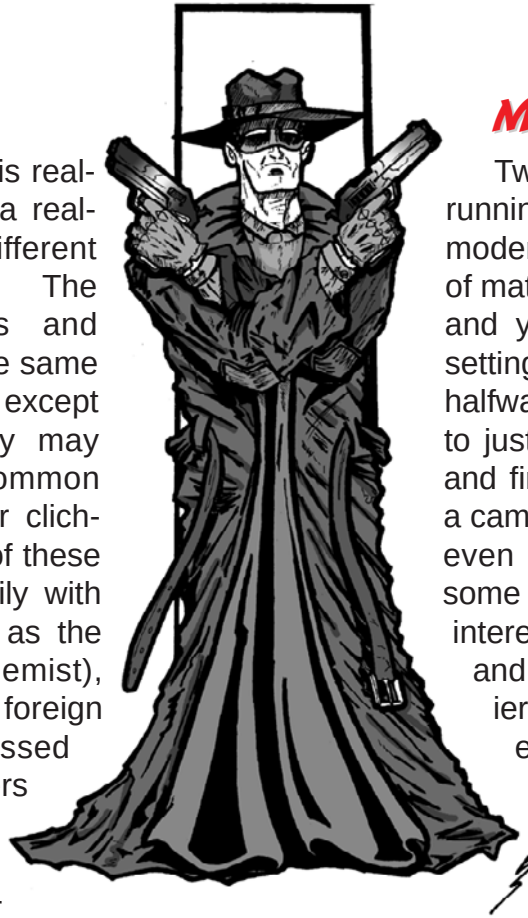
nerabilty and super agility. Powers such as these grants abilities that are usually available only to monsters, so seeing a normal dwarf with the regenerative powers of a troll will make even powerful mages pause in uncertainty.

One of the benefits of a fantasy setting is that it provides you with easy sources of foes for the characters, and interesting locations for them to have adventures in. If you want to present a challenging combat encounter to them, monsters are a ready source of conflict and danger, one which would require a bit more rationale in a modern setting. Similarly, in a fantasy setting you can get away with having The Seven Lava Pillars of Maura-Luta, or any myriad of other exciting locales, which simply aren't available in Earth-based settings.

Overall, fantasy settings lend themselves best to larger-than-life adventures, where heroes must face ongoing villains to save the world from long-spanning plots. However, more common, everyday adventures can be just as gratifying, if not moreso, especially because, at lower levels, super powers seem all the more fantastic. Also, don't hesitate to bring more modern levels of technology into your fantasy superheroic setting; modern comics bring fantasy into the 21st century often enough, so it might be a nice turning of the tables to have robots, motorcycles, and airships alongside your orcs, horses, and dragons.

Historical

A historical setting is really nothing more than a real-world setting with different clothes and customs. The potential for villains and adventures is much the same as in a modern setting, except that lower technology may prevent certain common superheroic themes or clichés. Of course, many of these can be recreated easily with some ingenuity, such as the mad scientist (alchemist), super-soldier (exotic foreign warrior), or repressed mutant cultures (lepers and various religious minorities).



The main challenges for a historical superhero campaign are the same as they'd be for any historical campaign-namely, research. Unless you know a lot about the setting you want to run a game in, or your players know nothing, it may be hard for you to create a convincing verisimilitude of details to fully render the world.

Of course, if you're willing to take the challenge, it can be quite entertaining to explore how the presence of superheroes might affect familiar cultures from history.

Modern and Beyond

Two of the great advantages of running a superheroic game in the modern day are the huge amount of material to draw inspiration from, and your own familiarity with the setting. From your backyard to halfway around the world, it is easy to just go online for half and hour and find an interesting location for a campaign. Additionally, it may be even easier to browse through some of your own comics to find interesting ideas for plots, villains, and scenes. Indeed, it is far easier to add fantasy or historical elements to a modern campaign than it is to work the other way. With the familiarity of the real world, introducing magic or old-fashioned cultures and customs becomes more compelling and dramatic.

Also, with the modern world, you can enjoy the fact that your 'setting' is much larger and more detailed than anything from literature. It is easy to switch from a game in Los Angeles to one in Paris or Siberia, without having to wholly change the mood of your game, and if you find that your original location ideas aren't interesting the players, you can move their characters and the game to anywhere else in the world.

If you go beyond the modern day, on far enough to have other worlds become viable locations for your game, you sacrifice some of the familiarity of the modern day in

exchange for greater ability to present technological- or alien-oriented storylines. Indeed, as you advance far enough into high-technology and foreign worlds, you may circle around and end up running a game not too distinct from fantasy.

Specifics

Of course, every fantasy world will be a little different, and a modern setting in Japan will differ greatly from one in rural Kentucky. And of course, rural Kentucky in the 1980s is much different from rural Kentucky after a nuclear holocaust.

Tone

In the early days of comics and the superheroic genre, most heroes were clear-cut good guys, dealing with fairly mundane problems like criminals and natural disasters. As the popular culture of comics developed, more powerful and dynamic plotlines and villains came into play, and occasionally foes would appear in the guise of the prejudiced everyman or corrupt politician, but generally the same tone remained: the heroes were good guys, and if they had problems, then those to blame were clearly the bad guys.

Leading into the 1980s, it became more common for comics to focus on the personal failings of their 'heroes,' as well as their adventures. Darker moods generally prevailed, and in many cases even popular characters soon became so tarnished that it was difficult to find anyone to root for. As the decade came to an end and many of the weighty concerns of modern culture passed, however, heroes of comics began to come into a new age of renewed hope and maturity. Stories of a greater variety than ever can be found today in comic stores or on racks in bookstores, and because of the great diversity of comics readers, the whole palette of tones and moods have opened up to writers and artists in the field of sequential art.

You, as the game master, have the task of setting and keeping the tone of your game's storyline, but first you must choose from the same palette comic creators use. Certain tones lend themselves well to adventurous roleplaying, while others can be difficult to pull off.

Bleak

In the tradition of horror movies and the dark comics from the 1980s, you may wish to focus on the bleak, entropic aspects of the world, telling stories low on hope and high on tragedy and angst. It is often hard to reconcile the great super powers of your characters with this gloomy view of the world, and indeed, the title Hero may be inappropriate to many characters. Though your characters themselves might survive and overcome their challenges, their friends will be killed, their hopes will be defeated, and they will see that even the greatest victories they can achieve cannot stop the rising tide of darkness in the world around them. You may, of course, adopt a somewhat less bleak tone, one where the forces of the characters' opponents are great, but not unconquerable. In such a setting, any success will seem all the more precious, especially if players can see that they are slowly clawing their way toward victory.

Four-Color

A far more traditional style of superheroic storytelling, this tone lends itself easily to heroic adventures. You can paint heroes in vibrant red, blue, white, or gold, and have the villains in black, and simply let the players enjoy saving the day. However, it is often important in games of this type to have some way to tie together ongoing stories. If the heroes are always triumphing over evil and handing the villains to the police to be locked up, quickly you'll run out of villains for them to fight. Four-color style storytelling usually works best when the average foe is simply a mundane thug or perhaps a member of a large criminal organization, with truly powerful and dramatic foes taking center stage only occasionally. Then it is alright for the villains to escape occasionally, since the heroes still stop the majority of their foes.

Traditional

A compromise between the two above, yet still leaning more toward four-color, the tone of traditional comics is a highly mixed bag. Over the course of decades, a comic line may change hands dozens of times among different writers and artists, all of

whom bring a different flavor to their stories. If you have a high rate of player turnover, this might be the best tone for you, since it gives you the greatest flexibility. You can defeat a few simple thugs one day, pursue a murderous supervillain the next, wax depressant the day after over how the public wants your head, then return to fighting crime before the end of the week. Indeed, unless you try hard to choose a particular tone, you'll probably end up using the more traditional, flexible style before too long.

Specifics

There are, of course, many different ways to achieve the same tone. A bleak fantasy setting has much more possibility to explore the depths of monstrous horror than might be possible in an antiseptic sci-fi setting, while the Renaissance's tradition of gentlemanly behavior can match the style of four-color comics just as well as the optimistic time of the 1920s.

Here are a few more specific suggestions:

Post apocalyptic - Every character and NPC possesses a level or two of Hero, to represent mutations. If you want to tell the story of humanity's recovery, this could be a hopeful comic, though with bleak overtones, but it is doubtful you could possibly make this setting as optimistic as four-color comics.

Secret mutants - Set in the modern age, mutants are persecuted. Out of fear of the mutants' strange super powers, the 'normals' have driven them into hiding. This situation has come about via the manipulations of an evil villain, himself secretly a mutant.

Silver age - Heroes with superhuman super powers are not exactly common, but they are far from unknown. Heroes tend to gather in small teams, working together to fight against evil villains and their henchmen. The heroes are looked upon as protectors of the normal populace.

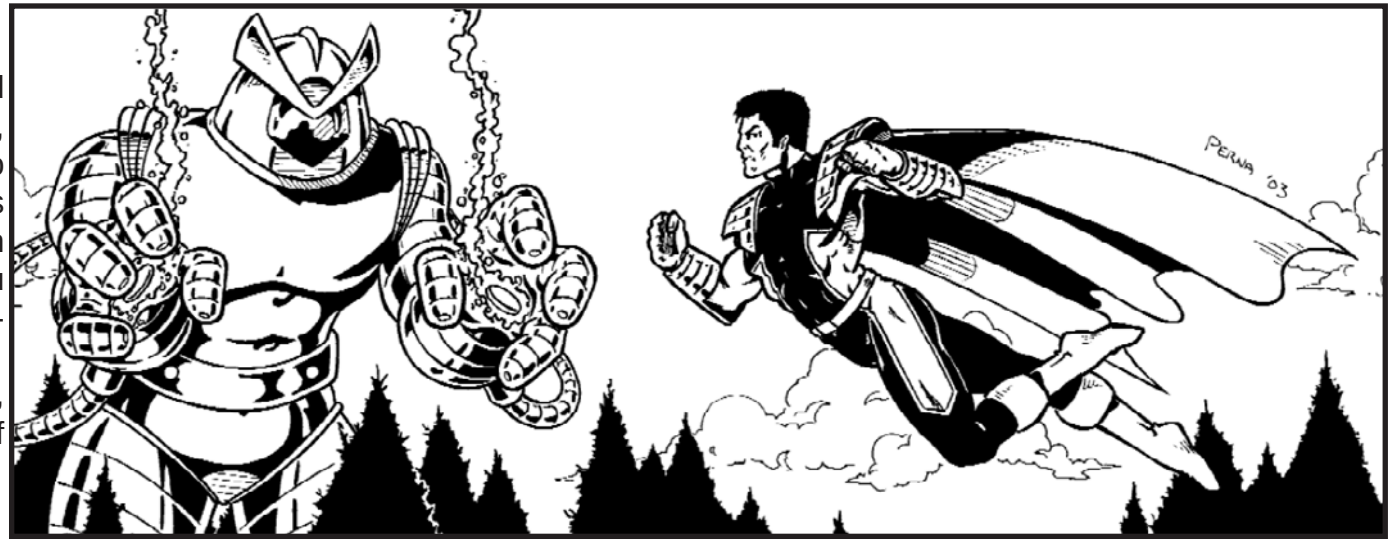
Horror - The undead are the primary villain in this campaign. The undead rule the night, and it is up to a small group to hunt and destroy these evil beings. Most villains are vampires or demons, out to steal or destroy the souls of mortals. Super powers are not the norm for non-undead, and most PCs will advance in regular character classes, lending to a dark, gritty feel. Indeed, when the characters' foes have more powers than they themselves have access to, all hope seems worthless.

Power Level

One final aspect you should keep in mind when developing your campaign is the power level you wish to play at. If you want a more 'street-level' game, start off your PCs at less than 5th level, or at least don't allow them to have more than 3 or 4 levels of the Hero class. If you'd rather have heroically-powered characters who battle with supremely strong villains, you might want to start at 15th or 20th level, or even higher. The players and game master should decide on a power level for the game before making characters, and no character should have more Hero levels than the playing level. Some characters might not even have Hero levels, and might simply be useful for their training and skills rather than powers.

A Note on Power Levels

If you were to translate the characters in many comics into these rules faithfully, they would be 50th-level characters or higher.



However, many game masters are uncomfortable with characters so supremely powerful that only over-the-top foes can threaten them. If this is the case in your game, bear in mind that power levels are mostly relative. If you assume that street-level superhero Mr. Tough-Guy is 10th level, then Mr. Super-Duper, who saves the universe regularly, would need to be 50th level, at least. However, if the street-level heroes in your game are only 2nd or 3rd level, then you Mr. Super-Duper would only have to be 20th level, a more easily-manageable power level. A player portraying Mr. Super-Duper will still feel as if he has one of the most powerful characters in the world, since the average joe is so much lower-level than him.

Character Development

Four-Color to Fantasy presents the rules mechanics for you to create characters with powers normally unavailable, and these rules allow you to create characters of great variety without having those characters' powers overshadow the abilities of other characters of the same level. However, the rules are just the skeleton of any good game. The flesh and muscle comes from the imagination of the players and game master, to whom falls the task of deciding what exactly these rules mean in their game.

Racial Powers, or Training?

The standard conception of a class is that it represents the training, skill, and learned ability of a character, as opposed to race, which only represents the powers the character acquired from his natural heritage. However, there is already a precedent for blurring the line between class and race; certain powerful races have a levels adjustment (LA), which show how many levels of training the race's own natural powers is worth.

Most common races-which means humans in a standard modern Supers game-have no level adjustment. Some, such as dark elves, have a modest LA of +2. Other races can have high LAs, like Ogres which have an LA of +5. This means that a Ogre who is a 1st level character is just as powerful as a normal human who is 6th level. The Ogre is treated as if he had 5 levels worth of the 'Ogre' class, which he can never advance in; he is effectively a 6th level character in regards to what it takes him to advance to the next level.

The players and game master should decide how they want to handle levels of the Hero class. Does it represent natural powers, perhaps a mutation the character has but can never improve on, or is it a type of power the character can develop with proper training? How levels of Hero work might even differ between characters in the same game. The Shade, one of the sample characters in Chapter Seven, discovered his powers through training with Tibetan monks, and has the potential for future growth, while a villain of his who calls himself Hades acquired powers when he was revived from death, a one-time event which provides him with a static level of power.

As you read through the following suggestions for defining Heroes and their abilities, bear in mind that real heroes from folklore (including comics) seldom stick to just one source of power. A single group may have several heroes who gained their powers in different ways, and sometimes even individual characters might have Hero levels from two different sources. Nothing in the rules prevents an alien character who has mutant powers from later using meditation to develop spiritual powers wholly unrelated to either his abilities from being an alien, or the powers from his mutation.

Innate Abilities

If a Hero's powers are innate, something he would have developed even without training, then levels of the Hero class function like a Level Adjustment. This option works best when the entire group starts at a higher level, or when a new character is introduced to an existing game, which gives players a chance to choose from a good variety of powers, which he can then keep for the duration of the game. Hereafter follow some sample possibilities for sources of innate powers.

Mutant Powers

If characters' powers are gained from mutations, such that they are all variations on an existing race, each character might have mutations of different powers. If the game is going to be played at level 10, there might be one character with 9 levels of Hero (with mutations that granted strong powers), another character with only a weak mutation (2 levels of Hero), and then one or two characters who are just well-experienced, and are normal humans otherwise. Characters can have wholly different powers, though the game master might decide that mutations only provide one type of power in different power levels, depending how much the character is mutated.

Bear in mind that the word mutation can imply many different things. A curse on the mother might cause her offspring to be misshapen, like in the legend of the Minotaur, or perhaps radiation or genetic engineering might alter a child's DNA. It might even be possible for an accident, like a transgenic insect bite, to grant a character powers during his life, though he wasn't born with them. This last one, though, falls more under the Acquired powers section, below.

Unusual Race

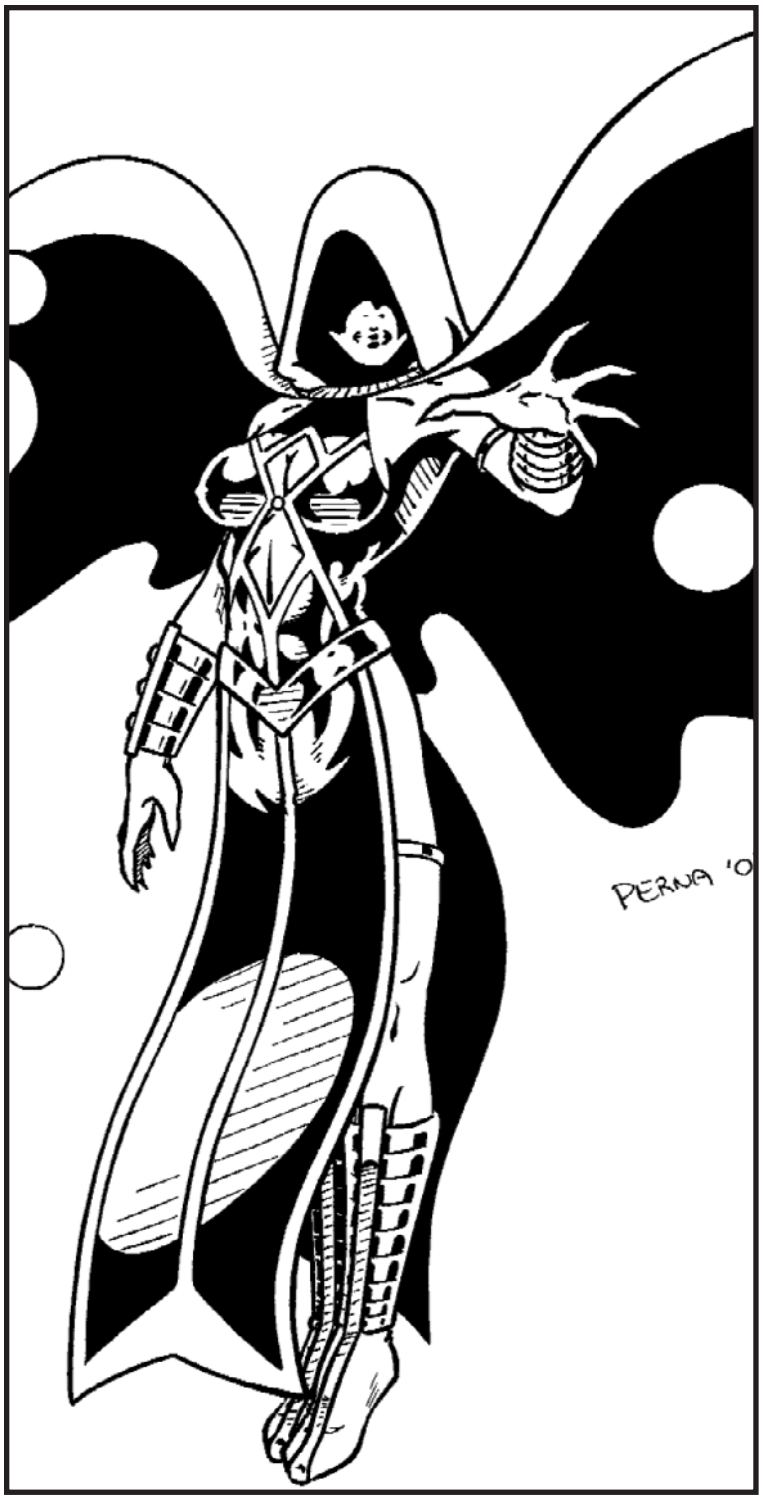
Levels in Hero can provide a way to balance powerful races against other characters in a group. An example of this is the Andromedan Template, presented in Chapter Seven: Rogues Gallery, which uses Hero levels to define the powers of an alien race, the Andromedans. If levels of Hero represent racial powers, then all characters who have Hero levels should have the same powers, and should be unable to advance in levels of Hero. This does not preclude the possibility of other sources of power, though, such as mutant Andromedans, with some Hero levels representing Andromedan powers from their race, and a level or two of Hero to represent powers from their mutation.

In Fantasy d20, non-human races get one less feat at 1st level, and fewer skill points. The rules of Modern d20, however, are primarily geared toward just humans. If you want to use super powers to recreate an unusual race in either of these rulesets, it is simplest to start with humans as a basis, and just add super powers. Though an alien is not actually a human, since you are using human as a starting race, the alien would still get 2 feats at 1st level, and a higher rate of skill points than, say, an Elf.

Acquired Powers

On the other hand, a Hero might have discovered his abilities through training, or acquired them from some form of powerful technology or even magic, and with sufficient training or greater magic or technology, his powers can increase.

It may be more appealing, from a gaming standpoint, to mix the options of acquired and innate powers, to allow powers to be acquired but not advanced, or to let characters only improve powers



they start with, and never gain new powers (though related powers may be available). Perhaps the character has only touched the tip of the total powers he possesses, and so though his powers are innate, he must train to unlock their full potential. Maybe after undergoing surgery or a magical ritual, the character can alter his body to gain powers, effectively changing his race. From a gaming standpoint, this option is probably most interesting, since it gives all characters a chance to take levels of the Hero class without worry, while still emphasizing that these are unique and extraordinary powers unavailable to most people.

Some sample explanations for acquired powers, and suggestions on how to run games involving them, here follow.

Meditation and Enlightenment

From martial artists and monks to insane sorcerers contacting otherworldly spirits to learn the secrets of the universe, the link between knowledge and power is a common one. If you are already running an existing game without super powers and want to include them, perhaps the characters could unlock some secret knowledge that allows them to gain unusual and fascinating powers.

Technological or Magical Enhancement

Many superheroes and their villains have powers that stem not from themselves, but from various devices and gadgets they use. Sometimes characters manage to draw power from greater sources to enhance themselves-perhaps through ritual to unlock magical abilities, or by somehow stealing the power of another. A character who relies on these types of enhancements usually is intelligent and talented in his own right, either able to make his own devices, or cunning enough to acquire those of others. Of course, this does not preclude idiots stumbling across the superheroic equivalent of Excalibur. Alternately, many heroes have at least one or two small gadgets which enhance their skills, without being the basis of all their powers.

Superior Training and Education

Some heroes can do things most people can't simply because they have trained to reach the peak of human (elvish, orcish, dragon, dolphin. . . ,etc.) potential. You can see people with minor super powers everyday in circuses and strongman competitions, making use of impossibly high strength, agility, or fortitude. With enough training, perhaps anyone could reach these same levels or go beyond, developing powers normally thought impossible-from the three-minute mile to creating a sonic boom whenever you run, or from holding your breath for ten minutes to controlling your body on the sub-cellular level.

Others

The above ideas are just some of the most common sources of super powers. The key thing to remember is that the source of your power and even the form of your power do not in and of themselves affect the cost of your powers. Whatever your imagination conceives is possible, assuming the players and game master all agree. Indeed, perhaps your powers could even come from the power of imagination itself.

Explaining Character Abilities

When deciding why your character has certain powers or abilities, reasons based on your character's history are usually more interesting than concerns brought about because of simple game mechanic advantage. Particularly in modern settings, where incredible powers intermingle with everyday concerns and histories, the possible explanations for your abilities can be much more interesting.

For example, a heroically-Charismatic sorceress might have ranks in Tumble to represent her cheerleader training in high school. For the same reason, she might also have the Combat Casting feat: all those years of chanting things while jump-

ing around has made her a better spellcaster in combat situations. If your character is very interested in fitting the look of a classic superhero, you might take the Leap of the Clouds super-feat and Skill Bonus (Jump) to allow you to leap over fences and across rooftops like your favorite comic hero.

Remember that 'super-powers' don't always have to have an incredible explanation. If you're simply fed up that your bookish character is too weeny, you could take a level of Hero and use the Hero Points to increase your Strength and Constitution, explaining it by saying that you've been spending time intensely training at a gym.

Character Creation and Advancement

We have included no hard and fast rules limiting character advancement in this book in an effort to make it as flexible as possible. However, character creation and advancement is something that the game master should take very seriously, and which requires him to make some important decisions before the game begins.

Before you even have players make their characters, you should set the rules-based criteria for your superheroic game. It's often best to get these written down so that all is clear before you begin character creation.

Available classes - what classes are available in your game? Are you using the core classes? Are spellcasting classes available? What about the Hero class from this book? If you want, you could simply restrict characters to one of the templates presented in Chapter Seven.

Starting level - how powerful do you want your characters to be in comparison to the rest of the world? Do you want to start as a 1st level Hero and work your way up? Or would you rather use templates to limit and define character options?

Advancement - can characters gain more ranks in their super powers? Can they gain brand new super powers? Or are super powers static, all advancement being gained through normal character levels? Are there any 'caps' on advancement?

Technology - what level of technology does your setting have? Are gadgets available? Are they technological or magical in nature? Are gadgets common or rare? Are they the only source of super powers in your game?

The bad guys - do the bad guys follow the same rules as the characters? Or are they permitted more powerful templates? Can PCs advance to equal the bad guys in power through the Hero class, or are the bad guys always stronger?

Advancement

Advancement in the superhero genre varies wildy from comic-book to comic-book, TV show to TV show and movie to movie. Even more differences are apparent when you transplant these genres to the medium of a role playing game. What works for a world-spanning superhero might not work for your character.

Typically, a comic-book hero's powers do not improve drastically over the course of his career; his powers may well change according to that particular author's tastes and style, but in the continuity of the comic-book universe, powers remain fairly constant. A character may occasionally develop a new power, or may occasionally get a little stronger, but this does not happen often.

However, the d20 system by default promotes a meteoric rise from 1st to 20th level, with escalating power levels. This give players something to aim for, a target that remains just out of reach; a player's motivations are different to those of a comic-book hero in that the player can see a clear way to improve his character, a goal which is often desirable, whereas characters in a comic's continuum merely have motives and agendas within the story's parameters. Indeed, in comics and other superheroic forms of storytelling, the advancement of powers is seldom important, but for the average gamer, it is something to look forward to. The question arises, then, how do we resolve this contradiction?

The first point to keep in mind is that the contradiction only applies to advancement in the Hero class (and the gaining/expenditure of Hero Points). Your character can certainly advance as Tough and Smart heroes, even Bodyguards and Personalities without unduly breaking comic-book tradition. Also, advancement in powers that are low-key is usually acceptable as well, such as if you want to increase your character's speed by 10 feet, or his Wisdom by 2 points. It is when powers spontaneously develop or dramatically increase in power that the style of storytelling begins to differ from comics, in which case the game master may choose to limit advancement of super powers in one of the following ways:

Traditional: This is the default d20 advancement system. Your character starts at 1st level and advances to 20th level, gaining power as he does so. It is up to the players and game master to rationalize any advances in power, and players can generally expect to be able to choose whatever powers they want. Additionally, if the game master chooses, you may start out your characters at above 1st level.

Strict Comic-book Style: Your character begins with a certain number of Hero levels (or templates which equal this) which represent his beginning ability. He may not advance in Hero levels, although he may train in core classes and take super feats to enhance his powers.

Standard Comic-book Style: The same as the Strict Comic-book Style, except that your character can gain Hero levels. However, he can only use new Hero Points to advance powers he already possesses. If you do not have Flight when you create your character, you can never gain flight; but if you started off with Flight, you can freely add Hero Points to the power.

Flexible Comic-book Style: The same as the Strict Comic-book Style, except that the game master assigns a maximum number of Hero levels you can advance beyond your starting point. For instance, if the game master may let you start off with 8 levels of Hero, with the option of advancing as many as another 3 levels of the Hero class. Over the course of your Hero's career, you can improve your powers slightly, but you cannot have free reign. The limit of advancement should be set by the game master to establish the level of game play he wants.

Variant-Slow Advancement: In addition to one of the above options, you may choose to slow the rate of advancement in your group. Using the core rules, a year's worth of comics would rocket even a super-powered character up one or two levels, though this progression is not reflected in the stories. To maintain a comic feel, it often helps to have characters advance at one-half to one-fourth the normal rate. When designing your campaign, you should choose the rate of advancement you wish to use.

Here are a few examples from popular comic-book/TV literature:

Buffy the Vampire Slayer: Standard/Flexible Comic-book Style. Buffy begins play with 4 Hero levels and may advance as far as 6 Hero levels total during her career. This represents the extent of her super powers and their potential for development. Her powers are additionally limited to only be enhancements of natural human abilities-strength, agility, etc.-and not anything flashy. If she reaches her limit on Hero levels, she will probably gain levels of some sort of setting-specific Advanced class.

Spider-man: Flexible Comic-book Style. Spider-man's powers are pretty much set; he rarely gets stronger or faster, and does not gain new powers, but over the course of his career he does seem to improve his powers slightly. He can attain a maximum of 19 levels of Hero, but of course is still able to improve his other skills (classes such as Smart, Fast, and Techie).

Batman: Strict Comic-book Style. Batman in not an ordinary man, and he has some basic enhancement powers which reflect this (these powers are the result of natural ability, training and abnormal dedication). However, these powers are not particularly spectacular - or even noticeable. He cannot gain in power or develop new powers, but he does gain a large number of basic and advanced

class levels, namely the Strong, Fast, Charismatic, Martial Artists, Detective, and Menacing Vigilante.

Heroes must be prepared for the possibility that their secret identities may be revealed.

Playing a Character

Once you have set the standards for your game, players should make their characters.

The superheroic genre depends too much on good storytelling for character creation to be left to chance. Especially in a setting where a particular flavor is sought, the game master should carefully guide each player through the character creation process, creating the story of the player's hero character before worrying about mechanics. Of course, the game master should present some basic guidelines for all the players before they begin brain-storming for their character ideas, to keep from getting a huge disparity of characters. Additionally, many of the common themes from superheroic fiction might appeal to your players, which you should keep in mind while envisioning your game's plotline. You might even want to encourage some of these themes, if you are shooting for a specific theme in your game.

Alternate identities - Does your hero have a secret, alternate identity? What happens when you find yourself in a situation where using your super powers would reveal your secret? Do you have a family, friends, a career? Sometimes the best way to attack a character with superhuman super powers is to attack the things that he hold dear. Is it difficult to hide your super strength or speed in everyday life?

Trapped in civvies - an encounter, or maybe an entire adventure, where you are stuck in your alternate identity, forced to deal with threats without revealing your super powers.

Blackmail - somebody finds out about your alternate identity and uses it as a lever, blackmailing you to help him and his evil schemes.

Social misfit - A character with superhuman super powers is far from 'normal'. How does society view you? Are you a freak, a mutation, feared by the average person? Or are you a hero, renowned and respected?

Law and order - How do the authorities view your role in the battle against evil? Are you viewed as a dangerous vigilante who must be stopped at all costs? Do the authorities actually distinguish between you and the superhuman villains against whom you fight? Or do the authorities cooperate with you - or even conscript you via blackmail or some other leverage?

Organizations - Are you part of an organization? A special military or intelligence operative? Or part of a secret (or not so secret) superhuman organization? Do you get sent on missions by this organization?

A shadowy government agency which recruits super powered characters as a matter of course.

A secret 'school' for mutants where you

are taught how to deal with your super powers.

A small team of heroes dedicated to protecting the public.

Special forces - you are part of a military unit, used for especially difficult or dangerous missions.

Publicity - Do you operate publicly, appearing in the newspaper headlines every week and spawning an industry of merchandise and toys? Or do you work secretly, without the knowledge of the public at large? If you work secretly, who gets credit for the work you do?

Good or evil? - Are you on the side of good or evil? Perhaps, instead of a hero, you are a villain.

The bad guys - Who do you fight against? Are your opponents superhuman villains with super powers similar to yours? Or do you tend to concentrate on more mundane foes, such as criminal or military organizations?

Undead - you are dedicated to the battle against the undead creatures who prowl the night.

Monsters from the core rules make great villains, especially outsiders, dragons and aberrations.

Policemen - you operate almost as a policeman (maybe you are a policeman) or a private detective, investigating crimes or strange events.

Changing the Rules

You may want to change some of the rules to better fit the tone of game that you want to play. These rules best handle the more classical, high-end power level of super heroes. Anything grittier or more humanizing would require a slightly lower power level, or perhaps some optional rules. Though some changes in the rules are presented in Chapter One, the following optional rules are much more specialized, and are more the domain of the game master than players.

Gritty and Dangerous Combat

By now a fairly common variety of comic storytelling, in these campaigns, characters rarely if ever get second winds, and even great heroes can be killed as easily as the next man.

To simulate this, first you'll want to set the massive damage threshold to be equal to a character's Constitution score, or simply 10 to make it easier to remember. Additionally, whenever a character is struck by a critical hit, the damage is dealt to his Constitution score, instead of his hit points. These two factors increase mortality significantly. If you use these rules, increase the cost of Heightened Constitution to 4 HrPs for every +2 Con, the cost of Super Health to 3 HrPs for every effective +2 Con, and double the cost of the Invulnerability power and the Immunity to Critical Hits.

Chapter Six:
Dark Decade

This chapter presents a sample superheroic setting takes place in 1980's New York City. Only rough details are presented, providing a basic skeleton on which to create your own setting. Feel free to modify and expand it to suit your tastes.

Introduction

The 1980's were a dark time, with the shadow of nuclear annihilation, and the constant give and take of the Cold War, Central American Guerilla Uprisings, corporate greed and the rise of MTV. There is, however, another danger, more evasive, but more immediate. There is a dark and supernatural subculture that lives parallel to our own, a world of vampires, ghouls, monsters, mad scientists and demons. Only the heroes-using their divinely inspired, sorcerous, or technological abilities-can keep these hidden, but deadly, forces of evil at bay.

This campaign setting is designed for characters of at least 4th level (see sample characters), and assumes a slow level of advancement with an opportunity for characters to gain new or different powers.

Background

This setting uses a set of sample characters to illustrate how the game master should go about building a campaign using elements of the character's origins and personalities to create a personalized storyline. Any good comic book hero's story is essentially about exploring the problems, dilemmas, and moral quandaries not only of heroism, but simply of being human. The classic knock-down drag-out fights are just a nifty plus, used to move the story along from one set of challenges to another. A superheroic campaign or setting not created with a specific theme or set of characters in mind will seem as two-dimensional as the comic page, and not as real as the larger-than-life characters we have come to know and love.

This setting revolves around the "The Huntress," a young nun granted divine power to fight the forces of the evil (especially the undead). Her powers are augmented by martial training, and she is assisted by a band of rag-tag heroes she has collected through her trials. The campaign assumes the PCs all know each other at the outset of the game - but it could easily changed to start from 'day one,' the beginning of the Huntress's adventures.

New York in the 1980s

The choice of this particular setting was made because the unique confluence of styles and people that emerged during that time allows for a lush, yet dark, backdrop for

Vampires are much more disposable in the Dark Decade.

the action-oriented stories of the campaign. Between the dying of the punk scene, the emergence of hip-hop and b-boys and the geeky chic college kids playing weirdo new wave at CBGBs, there are limitless colorful and disturbed characters that can make an appearance and breathe life into the campaign. The presence of the Cold War, rampant homelessness, and race crime in New York also help give the campaign a dark edge of worry, since after the heroes save the world from demons, it might be destroyed the next day in a nuclear exchange. The huge metropolis of New York also allows for countless abandoned and burned out buildings, bad neighborhoods, and haunted subway stations where you can set encounters.

The World Within the World

The campaign assumes that many, if not all, of the legends of the supernatural are true. This is a world where vampires, werewolves, zombies, witches, and ghosts are all real, but the knowledge of their existence is submerged, so that people on the whole do not believe in their existence. Consider it a form of collective mental defense against the horrors that wait in the night and in dark places. Even when these things are witnessed by the public at-large, pseudo-scientific explanations usually arise, along with theories of fraud and mass hysteria. This is because of a powerful spell cast at the end of what is colloquially called the Dark Ages, meant to protect mankind, but that inadvertently helped to hide their predators.

The heroes of the game are among the few people that know of the reality of these things. Perhaps they have happened upon the knowledge by accident, or are part of a sect of occultists and underworld figures that know the truth, or are even supernatural creatures themselves.

Starting Heroes

As with most superheroic campaigns, the player characters are assumed to begin at higher than 1st level, as they already have some powers or experience that help them deal with the challenges and troubles of their worlds. In the case of The Dark Decade setting, heroes should begin at 4th level or higher. Since this dark and gritty setting emphasizes what one might call a 'street level' approach to the superhero genre, characters should be limited to no more than 6 levels of Hero. The remaining classes can be of any the game master makes available in the game. Additionally, flashy and obviously unnatural powers should generally be avoided; an Energy Attack that creates a bright line of flame would be inappropriate, but one that causes a brief burst of flame to jet out from a nearby mechanical device would be fine.

Sample Game

As an example of a possible game taking place in The Dark Decade setting, here we present a sample game master as he plans and develops his game.

Character Creation

The superheroic genre depends too much on good storytelling for character creation to be left to chance. Especially in a setting where a particular flavor is sought, the game master should carefully guide each player through the character creation process, creating the story of the player's hero character before worrying about mechanics. Of course, the game master should present some basic guidelines for all the players before they begin brain-storming for their character ideas, to keep from getting a huge disparity of characters.

For example, in the "Dark Decade" setting, the game master would likely give the guidelines of something along the line of, "College-aged people in New York City in the Eighties, appropriate to a horror-action genre." Though that is a relatively broad guideline, we will see as we go through the sample characters that these guidelines could be completely broken by the players, and have the character still fit within the game master's preferences for his campaign.

Zachary the Accidental Super-Soldier (Human Strong 3/Soldier 1/Hero 2)

Ken comes to the game master with an idea for a "soldier" hero character along the lines of many classic heroes of comics and movies. He fits his character into the guide-

line by making 'Zachary' be in school on the G.I. Bill and have some basic military training. Ken worries however that without "special" or "super" powers his character might be outshone by the others. The game master makes the suggestion that Zachary could have been accidentally injected with experimental nano-machines while on-duty. The nano-machines boost his strength, endurance and combat ability. Ken loves the idea and adds that Zachary has never told his superiors about the accident because he fears being in trouble for being in a restricted area. Also, the nano-machines are unpredictable, so Zachary always has the opportunity to develop new powers as he gains levels.

The game master agrees, making a mental note of a hook for a future plot/adventure. Together they determine that the various powers of the nano-machines are only worth two levels of the Hero class, and Zachary also takes two levels of fighter, and two of specialist.

Gabriel the Repentant Vampire (Hero 6 Dark Decade Vampire)

Brian is the sullen type. He wants to play a brooding and serious character. Also, he doesn't see why if they game is taking place in a horror-genre setting why he shouldn't be able to play a vampire. The game master explains that the game is supposed to be about heroes triumphing over evil, so a creature of the night would be inappropriate as a hero. "Why not a good vampire?" the player asks. The GM acquiesces with some serious concessions for the sake of the story and balance. Brian was happy to be able to break the 'young person' guideline, by playing a character several hundred years old who looks like he is in his mid-twenties.

After a discussion with the game master about why a vampire would be repentant, the game master asks himself the question, why are vampires evil? He decides that they are evil because they have lost their free will granted to them by God, and must commit evil. In order to make a repentant vampire character, the game master invents a holy relic which grants a vampire free will (but does not make them good). This allows the player to play his character as he see fit without being forced to be one way or another. If the relic (a cross he must always wear and causes him pain) is ever removed he loses his free will and returns to his evil ways.

The Dark Decade Vampire template, listed below, costs 48 Hero Points, or six Hero levels, which fully accounts for Gabriel's character levels. Brian and the game master decide that the pain that Gabriel feels is not substantial enough to be a restriction.

Diana (Human Strong 1/Charismatic 1/Hero 4)

Colleen wasn't convinced she wanted to play a superheroic game, and originally wanted to play a fantasy game. Thus, her character idea of a Joan of Arc type did not exactly fit the guidelines set by the game master. However, after some consideration she came up with an idea that the game master decided to use as the hub of the campaign. Diana-Colleen's character-believes she is a kind of reincarnation of Joan of Arc, and that the original Joan of Arc was really a hunter of the undead. According to Diana, the commonly-accepted tale concerning the Saint of Orleans was changed to fit people's common conceptions, masking the original truth. Diana is a nun young nun, imbued with powers by emmissaries sent by God. She has preternatural strength and speed, and has trained herself since childhood for battle, including vast knowledge about the undead, magic, and monsters.

Colleen wants to save some HrPs by taking a restriction that she has a special code of behavior-restrictions such as humility and chastity-that she must abide by to keep her powers. However, the game master thinks that such a restriction would either be meaningless (since she would never want to break it consciously), or too strict (since all her powers rely on it).

Colleen still sees Diana as having more talent than skill, and still a hero-in-training. She makes sure to note in her origin why the convent was helping her train for combat, and why she can no longer go to them for aid. In the end, Colleen creates Diana by taking four levels of hero and two levels of basic classes.

Iris (Human Charismatic 2/Mage* 3/Hero 1)

**This is the Mage class from The Elements of Magic, and reprinted with alterations in this book.*

Helene wants to play Colleen's character best friend and exact opposite. She has an idea for a ditzy young character, who has begun to study witchcraft as a means to further her modeling career. The term 'idiot savant' comes up in the discussion. This is a very straightforward character, which could potentially be handled with just the Mage class from this book. The majority of the discussion revolves around agreeing on a spell lists for character, using the rules of the Mage class, and determining how a high school cheerleader managed to learn to cast spells.

Helene sees Iris as a very inexperienced witch, but with natural talent. Thus, she places a higher score in Charisma (which her spell DC will be determined with), and takes a level of Hero to augment her Charisma and to grant a modest luck bonus to her AC. In the end, she chooses to have three levels of Mage, two of Charismatic hero (to represent her modeling career), and one level of Hero.

Omar (Hero 1/Smart 3/Techie 2)

Eric wants to play a shape-changing alien taking human form to prepare an invasion of the Earth. He is quite interested in playing a character with a secret, to spur roleplaying challenges. The game master is not against the idea of including aliens in the campaign (government conspiracies are among the sources he plans to mine for future adventures), and he agrees it should be kept secret from the other players, but he is not sure about the invasion and the shape-changing. Eric returns with the idea that perhaps being human is his only alternate form, and that he long ago decided to not ever contact his homeworld and just live as a human. His identity would never have been jeopardized if he hadn't gotten involved in events with the other player characters.

Wanting to add a bit of comic relief to a setting that is already shaping up to be a little gloomy, Eric decides his alternate form was genetically programmed into him by his people, working with mistaken information that canines ruled the Earth (since dogs are waited on foot and foot by their human slaves). Omar's alternate form is that of a medium-sized, mangy dog. He is only able to adopt human form after years of practice, and only temporarily, taking a restriction that when threatened or endangered he has a chance of automatically changing into his alien form.

The game master decides to make the alien race into a heroic template, which costs 8 HrPs (one Hero level). He has three forms-human, dog, and his hybrid alien form which makes him look like some kind of dog-boy. Eric also wants Omar to be the group's technical expert, knowing about electronics, computers, and other gadgets, so he takes levels in Smart hero and Techie.

Beginning the Campaign

Since the campaign will begin with the assumption that all the characters already know each other and have worked together in the past, the game master allows the players to sit down together and work out the nature of their relationships and how they met. He encourages them to roleplay scenes from their characters' pasts, establishing their backstories firmly in each other's minds, and fleshing out some people who may become prominent NPCs later in the game's plot.

Key Locations

The game master decides on a few interesting places in New York he wants to attack his game to, then makes up a few more to provide good adventure hooks and sources of information or supplies.

CBGB

This club is located on Bowery between 1st and 2nd street, but Bleeker street ends right at its door. An infamous club, CBGB is part of Rock n' Roll history, and was crucial to the development of a punk scene in the 1970's and to a variety of other bands that went on to make it big in the 80's. During the time that the campaign takes place, CBGB is on a downward spiral, the punk movement is all but dead, and New Wave bands are struggling to get a foothold in the scene. However, what is most important is that this is a place where young people hang out, and they rarely card people at the

door. It is also not uncommon for vampires seeking a meal to prowl the desolate streets in the area, or to even enter the bar itself. Of course, one has to occasionally worry about the run-of-the-mill mugger as well.

La Botanica del Bowery

A "botanica" is a shop that sells herbs, charms, and other religious or spiritual items, especially those associated with Santeria. They can be found all over New York with a strange combination of Christ statues, incense, sacrificial chickens and voodoo paraphernalia. Any one of these might be a good place to gather herbs and components used for magical spells, but La Botanica Del Bowery is a special one. Located between the abandoned buildings located across the street from CBGB's (two doors down from a crackhouse bodega), this botanica is run by a decrepit old Cuban man name Ibrahim (Dedicated 2/Mage 6/Hero 1). Ibrahim is a powerful warlock, with great knowledge on the occult and many spellbooks, and knowledge of magical ceremony. He is a good man, who has been jaded by the times and a curse which does not allow him to become directly involved in the battle against evil.

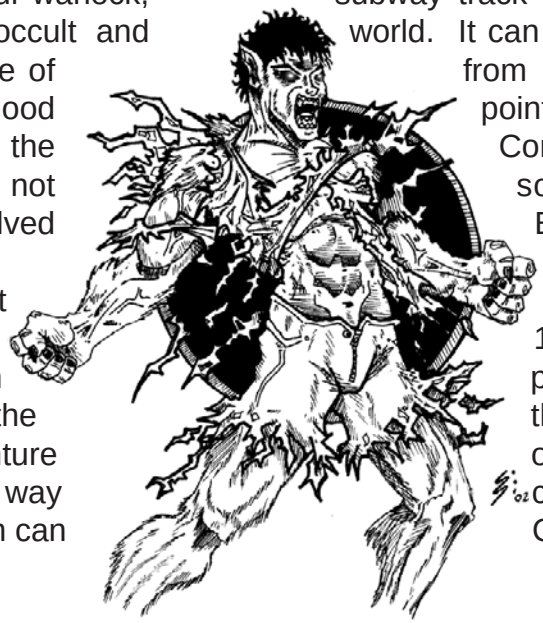
Ibrahim closes the shop at sundown, but lives in a small room in the back. The GM can use him as a contact for one of the PCs, or easily write an adventure where the PCs aid him in some way and gain him as an ally. Ibrahim can be very closed mouth (as his curse causes him pain when he strays to close to direct help), but knows a great deal about vampires, lycanthropes and demons.

The Sewers

The sewers of New York City as an excellent way to travel throughout Manhattan unseen, or in the case of vampires outside of the deadly light of the sun. Unfortunately it is also home to a race of lycanthropic rat-men, strange demonic beings, ghosts and of course at least one giant alligator. Not to mention, normal rats, disease and just the gross stuff one would expect to be floating around a sewer. The limitation of the sewers is that they cannot be used to travel between the boroughs of New York City.

The Subway

New York City has the most miles of subway track of any city in the world. It can be used to reach from the northernmost points of the Bronx to Coney Island in the southern tip of Brooklyn, to Far Rockaway in Queens. In the 1980's it was also perhaps among the most dangerous places in the city - in a New York City inhabited by vampires and monsters, it is all the more dangerous. Both the player characters and their enemies are likely to use the subway as a means of travel about the city, and so it is also a good source for "unrelated" encounters that can be used to supplement adventures, give information or a clue, or even a "case scene" through a crowded Times Square Station.



Central Park

This huge park in the center of the city is infamous for its dangers for late night or early morning park visitors. However, what the vast majority of New Yorkers think is the work of muggers, and rapists is really the work of vampires, ghouls and were-wolves. The park's great number of underpasses, hidden nooks obscured by tall shrubbery, and sites like Belvedere Castle and the Delacourt Theatre make it the perfect stage for many adventures.

The American Museum of Natural History

Located on Central Park West, the museum is not only a great site for a possible adventure, it can be used as a source of information about ancient tribal legends, strange animals and a source of benevolent of cursed artifacts.

ADVENTURE IDEAS

The game master prepares several rough adventure ideas, which he plans to flesh out once he gets the players reactions to the setting in their initial game.

Depending on what interests they express, he might substantially alter some of these possible adventures.

The Red Hook Projects

The investigation of a series of grave robberies in Greenwood Cemetery leads to the Red Hook Projects where people have been reviving their dead relatives as ghouls. The entire project is unhelpful as they are deluded into thinking they have resurrected their loved ones and not flesh-eating undead creatures. They are also now under sway of a gang of these ghouls (called the "Hooked Chains"), who kill their recruits and revive them, and devouring those that oppose them.

The party discovers in the process of investigation that the ghoul "infection" was started by the project manager who also dabbles in necromancy, hoping to find a way to get rid of the city's poor and disenfranchised. Of course the ghouls have gotten beyond his control, and seek to destroy him as well (creating a fine moral dilemma for the PCs).

The Bronx Zoo

There have been several disappearances of children at the Bronx Zoo. There a petitioner of an ancient beast god is sacrificing them to a new lion that was brought to zoo a few weeks before in hopes of raising the god's avatar, and take over New York.

While investigating the disappearances, several dangerous animals are let loose in the zoo to distract the PCs, and for added drama one (or more) of the PC's young siblings can be visiting the zoo that day on a school trip.

If the petitioner is successful the lion transforms into an immense lion-man of great strength and cunning, which all the other animals obey.

The Day After

The party battles a few vampires that seem stronger, but shrivel and die on their own before even being staked.

The Vampire Prime, one of the party's recurring villains, has been feeding his minions irradiated blood in the first step of creating a race of super-vampires that could survive a nuclear exchange between the U.S. and the U.S.S.R and then take over the sunless world of a nuclear winter.

The robbery of several x-ray machines from local hospitals may provide a lead, but a clue from a dying vampire about an experimental weapon that will be stolen from Fort Hamilton in Brooklyn will lead to a combat with some of the Vampire Prime's strongest lieutenants.

This adventure can lead to a longer plot arc involving a U.S. government infiltrated by undead agents and vampire worshipers of the Vampire Prime.

Disco is (the Living) Dead

A bunch of college kids start turning into mindless zombies after an all night party at the famous Studio 54. A voodoo priestess has been mixing special cocktails for visitors of the infamous "basement", which changes them into being that want to do nothing but kill when they hear disco music. While not unduly harmed by sunlight, those effect sleep all day and "party" all night.

Investigation leads the PCs to a local police detective who wants to shut down the decadent disco, and strong-armed the priestess into helping him.

The Spook-o-Rama

Coney Island, Brooklyn: The Spook-o-rama is a haunted house-type ride where couples share small train cars to be led around the spooky building to shriek with fear and delight and comfort each other. After a close friend of the PCs is strangled to death by her otherwise pleasant boyfriend, the PCs find the Spook-o-Rama is a portal to a dimension of pure fear. The PCs will have to face their own individual fears in order close the portal.

Sample Monsters & Other Opponents

Primary foes will be 'minor' supernatural foes such as ghouls and minor vampires. The legends surrounding such fiends as vampires and werewolves generally refer only to superior specimens; there are many weaker undead and lycanthropic fiends, appropriate as disposable foes for the heroes.

Note that the cost of the Dark Decade Vampire Template below is presented both

for PCs and minor NPCs and monsters, though the cost of individual powers are only listed for PCs and major NPCs. The sample characters are presented with only the PC costs listed. See Reduced Cost for NPCs on page 52 for more information.

Dark Decade Vampire Template

Primary Template Cost: 48 HrPs. This typically requires 6 Hero levels.

Minor NPC or Monster Template Cost: 22 HrPs. This typically requires 3 Hero levels.

Vampires are the blood-sucking undead of traditional European folklore. While they do have a variety of strengths and weaknesses, not all vampires are as strong as Stoker's Count Dracula. Most vampires only gain minor powers from their unliving state, though they may have many more abilities from their mortal life.

The average vampire in the "Dark Decade" setting is not meant to challenge the heroes on his own, but instead to only be a credible threat to the average "normal" human or to the heroes when in great numbers. Of course, vampires who previously had powers or increased in experience while vampires would and should present a greater threat. It is because of this that the "Dark Decade" vampire template is a great deal weaker than one would typically think a vampire was. A hero should be able to defeat two or even more vampires without breaking too much of a sweat.

Alternate Form (0 HrPs): *Activated*. *Curse*. While vampires cannot naturally assume the animal forms of bats and wolves ascribed to them in legend, they can put on a 'human face,' which hides their fangs, glowing eyes, and other physical undead features. They must drop this façade whenever they feed. Base rank 0. This power is no real benefit, just flavor, so it is free.

Circumstance Injury (6 bonus HrPs): *Personal restriction*. Takes 10 points of damage per round of exposure to direct sunlight. Common circumstance *(4 bonus HrPs)*, severe damage *(2 bonus HrPs)*.

Fatal Weakness (4 bonus HrPs): *Personal restriction*. When someone critically hits a vampire with a wooden slashing or piercing weapon, the vampire must succeed a Reflex save (DC equal to the modified attack roll that struck him) or die instantly. Uncommon item *(4 bonus HrPs)*.

Fast Recovery (11 HrPs): *Persistent*. *Curse*. Vampires heal 1 hit point per round. *Base rank 3*. Fast Healing *(8 ranks)*.

Heightened Dexterity (6 HrPs): *Persistent*. *Curse*. +4 bonus to Dexterity. *Base rank 3*. Increased effect (*3 ranks*).

Heightened Strength (6 HrPs): *Persistent*. *Curse*. +4 bonus to Strength. *Base rank 3*. Increased effect (*3 ranks*).

Immunity (Undead Package) (27 HrPs): *Persistent*. *Curse*. Has immunity to critical hits, disease, poison, stunning, and subdual damage. See the Invulnerability power for more details.

Invulnerability (4 HrPs): *Persistent*. *Curse*. Vampires gain damage reduction 5/wood. *Base rank 2*. Increased effect x2 (*2 ranks*).

Scent (3 HrPs): *Persistent*. *Curse*. Vampires can track bleeding or frightened creatures by their scent. *Base rank 3*.

Super Agility (2 HrPs): *Persistent*. *Curse*. +1 bonus to Reflex saves, AC, initiative, and Dex-based checks. *Base rank 2*.

Super Strength (6 HrPs): *Persistent*. *Curse*. +3 bonus to melee and hurled weapon damage rolls and Strength-based checks, plus an effective +6 bonus to Strength for the purposes of lifting, carrying, and throwing. *Base rank 2*. Increased effect x2 (*4 ranks*).

Turnable (7 bonus HrPs): *Personal restriction*. Vampires can be turned by channeling positive divine energy, since they are undead. Vampires have a +1 turn resistance. Additionally, confident presentation of a holy symbol against the vampire prevents him from advancing at the wielder (this restriction is worth no bonus HrPs, since it is merely a weaker version of the Turnable restriction).

The Vampire Prime

The Vampire Prime has no other name than "The First" or "Primogen." He claims to be the very first vampire and the most powerful of all his kind. He hopes to blot out the sun and take over the earth with himself as its undying ruler. He is also very far-seeing, adopting the use of human technology, and even having aspirations for space-exploration using immortal vampiric astronauts.

It is unknown if he truly is the first of all vampires, but that is the most powerful ever mentioned in record is undeniable. There is evidence to state that he has his origins in Asia, and was once a monk of some kind, already immortal through enlightenment before succumbing to the Dark Powers and becoming an undead monster. As he has grown older he has grown more powerful and more inhuman looking. His skin is yellowish hide, his face twisted and bat-like, his eyes red and black and always smoldering. He has long powerful arms, and enjoys crushing his victims to death, and using humans as his tools in the daylight world, using his well developed hypnotic stare.

The Vampire Prime currently resides in New York City in ancient catacombs beneath Belvedere Castle in Central Park. There, he holds court as the king of the vampires and demons in the city, and even receives tribute from all over the western hemisphere and even beyond. The Vampire Prime has connections through his mortal lackies in all levels of government - and even has a dream of one day stealing a nuclear bomb and begin Armageddon.

The Vampire Prime surrounds himself with an inner circle of powerful vampires, as well as many obsequious lackeys and hangers on. At one time Gabriel (one of the sample PCs) was one of these.

Cassandra

Cassandra is an ancient vampire. A seeress from the time of ancient Greece she spent centuries blood-starved and trapped in a crypt in Alexandria Egypt until freed by the Vampire Prime. Now driven insane by her imprisonment, she is a dangerous foe who has developed strange mystical powers from her study of the ancient Egyptian pictograms in her long-time prison.

Cassandra loves the Vampire Prime and is dedicated to him above all things save her own life, but she often does strange things that do not please him. She take no greater pleasure than in the capturing and torture of small children and animals. The Vampire Prime uses Cassandra to keep an eye on his enemies and to help plan his conquest of New York City and then the world.

Chapter Seven:
Rogues Gallery

Here are several sample characters created with the rules of Four-Color to Fantasy. They represent a diversity of settings, backgrounds, and motivations, and hopefully at least one of them would be able to fit in whatever setting you're playing in.

All characters and stats presented in this chapter were designed using the 28-point buy system.

Sample Characters

The character entries are presented in the following format.

Character Name

A brief description of the character.

Setting: The setting the character is from.

History: Backstory, including how he came to possess his or her powers.

Super Powers: What the character can do with his or her powers, and favored tactics.

Personality: How the character acts, and what his or her goals are.

Game Information: The scores and statistics for the character.

Blitz Jagger ("The Shade")

Pulp 30's detective who, after a near-death experience, learned to fight to protect life and innocence.

Setting: Pulp 1930's, based in San Fransisco. Primary foes are simple thugs, as well as crime lords who try to take advantage of those who have been hit by the Depression. In the Pulp 30's setting, magic is rare but not unknown, typically being used by foreigners or those who have studied the mystic arts of the Orient.

History: In 1924, Blitz, a wealthy businessman, was flying back from a world tour when his plane crashed in the Himalayas. He was flung from the plane and nearly died, and felt himself wandering the snowy Himalayas outside his body for several hours before some of the local mountain monks came across him and took him to their temple for healing. The monks helped him recuperate, and while he recovered he learned to meditate with the monks, unlocking great energies within himself. Since part of him had died on the mountainside, he found himself able to move about like a ghost, as he had for those few hours after the crash.

As he learned to travel, however, he would always feel cold, as if once again near death. Though he knew he could profit greatly from his new power, Blitz realized that ever since his pass with death, he appreciated life far more than he ever had. When he returned to America, he abandoned his trade business and became a private detective, using his unlocked powers to solve cases and help those in need.

Super Powers: Blitz's super powers are the result of inner meditation and training his body to tap into the energy of his soul. This deeper understanding of himself has given him great strength of personality, and grants him the ability to walk through

solid matter like a ghost. He is also immune to most mental attacks because his soul is not wholly integrated with his body, but this same trait makes him vulnerable to turning as if he were undead.

Personality: Once he discovered his powers, Blitz turned from an everyday business, looking out only for himself, to a noble, generous hero who wants people to have the chance to live their lives as they wish. His change in career actually made his life easier when the stock market crash hit in 1929, since he had adopted a relatively frugal lifestyle. Blitz has many casual acquaintances, but few close friends, because he does not want others to become embroiled in the dangers he faces. Since few foes can harm him, Blitz is quite overconfident and is willing to do things that would be unreasonable risks for normal people.

Blitz still keeps occasional contact with the temple monks that saved him, traveling to Tibet every three years. He has made close friendships with many diverse priests and religious men in San Fransisco, respecting their profession without realizing that they would be some of the only people able to harm him, because of divine powers.

Blitz Jagger, Human Dedicated 3/Tough 2/Detective 1/Hero 5: Male human; CR 11; Medium-size humanoid (human); HD 3d6+2d10+1d6+5d4-9; hp 31; Init +2 (+2 Dex); Spd 30 ft; Defense 19 (+2 Dex, +7 Defense bonus), or 24 while incorporeal (+2 Dex, +5 Dodge, +7 Defense bonus)); Atk +7/+7 melee (1d8+1, unarmed two-fisted fighting), +7/+7 ranged (2d6, two revolvers); SA Super powers; SQ Informants, Detect Lie; SV Fort +4, Ref +5, Will +7; Str 12, Dex 14, Con 8, Int 10, Wis 15, Cha 21. Rep 22. AP 11. Wealth 12. Massive Damage Threshold 11.

Starting Occupation: Entrepeneur. Permanent class skills (Bluff, Knowledge (business)). +2 Reputation. +4 Wealth.

Skills, Talents, and Feats: Bluff +10, Concentration +1, Gather Information +14, Intimidate +9, Investigate +2, Knowledge (streetwise) +4, Knowledge (theology and philosophy) +3, Profession (industrialist) +2, Profession (private investigator) +4, Sense Motive +14; Empathy, Intuition, Robust; Brawl, Improved Brawl, Improved Damage Threshold, Personal Firearms Proficiency, Quickdraw, Two-Weapon Fighting, Weapon Focus (revolver).

Possessions: Standard for a private investigator, trench coat, fedora, pair of revolvers.

Hero Points: 40 (42 ranks, with 2 bonus Hero Points from restrictions).

Elemental Resistance (cold) (1 HrPs): Enlightenment. Persistent. Blitz has cold resistance 1. Base rank 2. Affects only one energy type (1 HrP reduction).

Ghost Touch (5 HrPs): Enlightenment. Persistent. Blitz's attacks can affect incorporeal creatures as if they were tangible. Base rank 4. Armed ghost touch (1 rank). Because he also has the Phase power, he can affect both tangible and intangible targets equally, regardless of whether he is presently tangible or intangible.

Immune to Mind-influencing Effects (13 HrPs): Enlightenment. Persistent. Blitz is immune to all forms of mental attacks and efforts to detect, influence, or read his emotions or thoughts. This protects against all forms of mind-affecting spells and effects. Base rank 15. Suppressed while on holy ground or in a hallowed location (rare circumstance, 2 HrP reduction).

Phase (13 HrPs): Enlightenment. Activated. Blitz can pass through solid objects at will. Additionally, as an attack action, Blitz can assume a visible, incorporeal form similar to that of a ghost while manifesting. Base rank 9. Ghostform (6 ranks). Suppressed while on holy ground or in a hallowed location (rare circumstance, 2 HrP reduction).

Super Charm (6 HrPs): Enlightenment. Persistent. +6 bonus to Charisma-based checks. Base rank 2. Increased effect x2 (4 ranks).

Super Wise (4 HrPs): Enlightenment. Persistent. +2 bonus to Wisdom-based checks. Base rank 2. Increased effect (2 ranks).

Turnable (2 bonus Hero Points): Personal restriction. Though Blitz is not truly undead, he still is strongly connected to the spirit world, and can be turned like a ghost. This is a fairly rare occurrence in the Pulp 30's setting (2 bonus HrPs).

Layla Adrian ("Larcen")

New York art dealer, who moonlights as a cat burgular, aided by a forcefield-creating gadget and her own indomitable energy.

Setting: America of the not-too-distant future. Larcen typically will be at odds with heroes, though she goes to great effort to try to avoid any clear incriminating evidence. Her primary rivals are law-enforcers, who never can manage to prove she has committed any crimes. Her old employers, Anton Labs, go to great lengths to try to defend against her occasional thefts of their research items, but she has always managed to evade them.

History: Around the beginning of puberty, Layla Adrian began to develop nearly inexhaustible energy. She never had to eat or sleep (much to her parent's chagrin), and became far more interested in athletic activities and studies, because she found herself with far more time on her hands. Her abilities were noticed by Anton Laboratories, which hired her as a 'consultant' for several years. Notable for both its biological and robotic weapons research, Anton Labs treated her as an experiment, nothing more than a source of genetic material to study. She left their employ and eventually became an art student.

Several years after she graduated from college, Anton Labs tried to blackmail her into working with them again. Layla managed to thwart their plan, but because of their treatment of her, she decided to take a small bit of revenge, breaking into their labs and stealing a few valuable pieces of equipment. When she tried to sell them on the black market, one of her techie contacts informed her of what the devices could do. Realizing that one of the devices could make good use of her innate energy, she had the device surgically placed into her abdomen, allowing her to make use of its power.

Her desire to use this device's new abilities led her to continue petty burgularing, which she enjoys. As she has mastered her device's abilities, she has moved on to more complicated and daring crimes. She keeps the funds she gains from these endeavors in separate accounts, under the name 'Larcen.'

Super Powers: In addition to great physical endurance, strength, and agility, Larcen also possesses an internal gadget that can create objects out of forcefields, though this requires a great deal of her natural energy to power it. It has taken her several years to master the talent of shaping objects out of force, but now the task is second nature to her. These objects of force resemble translucent blue crystal, but are practically indestructible.

Personality: Layla prefers art first and foremost, and appreciates style in any form, from painting on a canvas, to fine silk clinging to her body, to a masterfully crafted and dramatically executed crime. In social situations, Layla will gladly be honest about what she thinks about others. She is critical, holding others up to high standards, but never really gets angry, though she seldom uses tact if provoked, and is skilled at holding and repaying a grudge. Her revenge is usually just public embarrassment for those who have offended her, but she tries to be just as ingenious and artistic about these small paybacks as she is when planning her criminal endeavors.

Using this appreciation for craftsmanship, she has easily propelled herself to the public spotlight, first establishing herself as a noteworthy art critic and dealer, then taking a small role as herself in a Hollywood super-spy movie, which gave her the clout to attract celebrities to the lavish parties she now throws at her gallery openings.

As for her crimes, Larcen takes a great deal of pride from the knowledge that many people suspect her of being a criminal, but nearly nothing can be proved. Even if she steals a well-known piece of art, her connections make it easy for her sell black market items and clear her tracks quickly, often before anyone even knows to look for her.

Layla Adrian, Human Charismatic 2/Fast 3/Infiltrator 5/Personality 1/Hero 9: Female human; CR 20; Medium-size humanoid (human); HD 3d6+8d8+9d4+80; hp 153; Init +14 (+4 Dex, +10 super agility); Spd 35 ft; Defense 36 (+4 Dex, +10 super agility, +12 Defense bonus); Atk (+9) +16/+11 melee (1d8+1, longsword), or +20/+15 ranged (1d2); SA Super powers; SQ Improved Evasion, Improvised Implements, Skill Mastery (Balance, Bluff, Climb, Hide, Move Silently, Tumble), Sweep, Unlimited Access; SV Fort +12, Ref +28, Will +4; Str 12, Dex 18, Con 18, Int 16, Wis 8, Cha 13. Rep 40. AP 16. Wealth 31. Massive Damage Threshold 18.

Starting Occupation: Creative. Permanent class skills (Bluff, Craft (visual art), Perform (act)). +2 Wealth.

Skills and Feats: Balance +20, Bluff +19, Climb +5, Computer Use +5, Craft (weapons & armor) +7, Craft (visual art) +7, Diplomacy +7, Disable Device +13, Gather Information +3, Hide +26, Knowledge (art) +9, Knowledge (popular culture) +5, Listen +3, Move Silently +26, Perform (Act) +8, Profession (art dealer) +13, Search +6, Sense Motive +2, Spot +2, Tumble +24; Evasion, Fast-Talk, Increased Speed; Archaic Weapons Proficiency, Armor Proficiency (light, medium), Combat Expertise, Defensive Martial Arts, Elusive Target, Lightning Reflexes, Point Blank Shot, Renown, Unbalance Opponent, Windfall.

Possessions: Typical for an art dealer, plus many common objects created from force. Stylish clothing.

Hero Points: 72.

Create Object (9 HrPs): Gadget. Activated. As a free action, Larcen can create an object of pure force, up to 5 ft. x 5 ft. x 5 ft., which lasts for as long as she remains in physical contact with it. To create anything complicated, she must succeed an appropriate Craft check. Force objects resemble translucent blue crystal. Base rank 4. Medium creation (2 ranks), minor hardness (1 rank), average hardness (1 rank), greater hardness (1 rank), pure force (2 ranks). Deals 1 point of damage per use (2 HrP reduction), internal gadget (0 HrP reduction). Larcen typically uses this power to create whips and swords, but is slowly learning to create and wear historical and modern armors (Craft DC 20).

Fast Healing (11 HrPs): Genetic. Persistent. Larcen heals 1 hit point per round. Base rank 3. Fast healing (8 ranks).

Heightened Constitution (12 HrPs): Genetic. Persistent. +8 Constitution. Base rank 3. Increased effect x3 (9 ranks).

Inexhaustible Endurance (4 HrPs): Genetic. Persistent. Larcen never becomes tired, and so can run, swim, climb, etc. without becoming fatigued. She never becomes fatigued or exhausted. Base rank 4. The Endurance feat requirement for the Daredevil advanced class is waived because of this power.

Self-Subsistent (2 HrPs): Genetic. Persistent. Larcen does not need to eat or sleep. Base rank 1. Additional effect (1

rank).

Super Accuracy (12 HrPs): Genetic. Persistent. +6 bonus to attack rolls. Larcen's energetic metabolism lets her move and react quickly, which aids in combat. Base rank 2. Increased effect x5 (10 ranks).

Super Agility (20 HrPs): Genetic. Persistent. +10 bonus to AC, initiative, Reflex saves, and Dexterity-based checks. Larcen's energetic metabolism lets her move and react quickly, which aids in combat. Base rank 2. Increased effect x9 (18 ranks).

Rianna Soliogn ("Gale")

Steam age Elvish druid, infused with destructive powers in a magical accident. Originally an eco-terrorist, a confrontation with the gadgeteer Cog forced Gale to protect even those she once fought against.

Setting: Steam-age fantasy setting, a world parallel to our own Earth, though two centuries behind in technology. Weak spots in the barrier between the worlds allow people to pass from Terra to Gaia. The industrial revolution has just begun to take hold in a world filled with magic, and many people like Rianna attempt to hold back the spread of technology, which they believe damages nature and magic. All the conflicts from older eras of magic still persists, but the new level of civilization adds unfamiliar complexity: draconic businessmen, druidic natural preserves, and huge magically-fueled steam airships confuse many who prefer the old ways of the Unseen. Magic is usually low-key and hidden, but more modern magi use their powers overtly and violently.

History: Rianna was raised to become a druid, and for the past four decades became increasingly opposed to the development and spread of technology. As the London of Gaia slowly changed to parallel the huge metropolis of Terra, Rianna and her order protested the change. Several years ago, when plans were announced for the creation of a steelworks factory and a

subway, Rianna and her companions turned to terrorism, sending swarms of city animals to attack and scare away construction workers, dispelling magic used to move material, and conjuring inclement weather to slow the work. The city hired magi to defend the opening of the steel factory, and when Gale and her allies went to protest, a riot ensued. As the druid circle began to cast a powerful ritual, the defenders of the factory attacked with offensive spells, and the clashing magical forces destroyed part of the factory and killed most of the druids.

Rianna survived, but the peculiar interaction of the spells somehow infused her with the combination of the two magicks. Because of her powers, she adopted the name Gale, which she used to sensationalize her following terrorist attacks.

For several months, Gale used her powers to terrorize Gaian London, destroying factories and washing out roads with rain if they strayed too close to natural forest. She always tried to attack only when places were relatively abandoned, so she wouldn't harm anyone, simply frighten them into giving up. One night, however, as she conjured a storm and whirlwind to capsize a shipment of rail cars for the new subway, she saw that her storm had obliterated a cluster of ferries that had been transporting innocent people. Because she could barely control her flight powers, she was unable to rescue any of the drowning people, and watched in revulsion with herself that she had inadvertently killed so many.

She stopped all her activities for a few

weeks, coming to grips with what she had done. Finally, she forced herself to go to the grand opening of the completed subway track, to see if she was wrong about what she had done. There, she witnessed Tinker Oddcog derail the subway and kill dozens of passengers who were taking their first ride on the subway. Too paralyzed at that moment, she later promised herself to try to stop Cog from harming others. Because of her own guilt, she turned from terrorist against technology to defender of those who use the machines she loathes.

Super Powers: The mixture of the druidic elemental magic with the offensive spells of their attackers granted Rianna powers over the elements of wind and storm, but only for destructive purposes. She can control winds to propel herself or other objects though the air, conjure storms, and send bursts of damaging elemental power at her foes, but her control is fairly limited.

Personality: After her first initial encounters with Cog, Gale overcame her own guilt and came to more fully adopt the role of protector, rather than terrorist. She fears being found out or caught, so she always tries to accomplish her goals on her own, without help. In her Gale persona, Rianna is quick to anger, and to act, but because of her previous mistakes, she often holds back from using her full force, not wanting to kill anyone, even criminals and terrorists she tries to stop. To the few that know her in person, Rianna is generally evasive about her past, preferring to pursue simple interests in gardening and the study of magic. She always tries to quell anger and fights among those she knows or meets, and generally tries to live a normal, peaceful life. Not yet confident enough in herself to think she has a 'duty' to defend others, she usually only gives aid if she feels she is already involved in or responsible for problems. It is only this sense of responsibility that keeps bringing her back to conflicts against Cog.

Only after numerous efforts to stop Cog's efforts has she begun to realize that without her efforts to stop him, Cog would likely have given up on his own violent ways. The villain only exists because he has a hero to vex him.

Rianna Soliogn, Elf Mage 2/Strong 4/Hero 24: Female elf; CR 30; Medium-size humanoid (elf); HD 26d4+4d8+190; hp 273; Init +2 (+2 Dex); Spd 6430 ft. (fly) or 30 ft. (walk); AC 42 (+2 Dex, +17 deflection, +12 class-based); Atk +23/+18/+13 melee (1d8+3, unarmed), or +19/+14/+9 ranged (varies, telekinetically-hurled object); SA Super powers; SQ Elvish traits, Woodland Stride, Minor/Moderate Magical Infusion (+2 Str, +2 Fort); AL CN; SV Fort +19, Ref +12, Will +15; Str 17, Dex 14, Con 25, Int 10, Wis 14, Cha 15. Rep 40. AP 15. Wealth 7. Massive Damage Threshold 28.

Starting Occupation: Criminal. Permanent class skills (Disable Device, Knowledge (streetwise)). Bonus feat - Brawl. +1 Wealth.

Skills, Talents, and Feats: Disable Device +1, Dispel Magic +6, Knowledge (arcane lore) +5, Knowledge (streetwise) +5, Spellcraft +9, Survival +11; Melee Smash, Improved Melee Smash; Brawl, Cleave, Dodge, Fly-by Attack, Great Cleave, Great Fortitude, Improved Damage Threshold, Improved Brawl, Improved Bull Rush, Mobility, Power Attack, Sunder, Super-Charge Power, Weapon Focus (unarmed).

Spell Lists: 8 Abjure Constructs, Abjure Metal, Charm Animal, Create Nature Object, Evoke Life, Evoke Nature, Infuse Creature with Life, Infuse Object with Nature, Prestidigitation.

MP: 3

Hero Points: 192.

Attack, Burst (18 HrPs): Innate. Persistent. Gale can create a persistent aura of wind force around her, dealing 1d6 points of sonic damage per round to all creatures and objects within 10 feet. She can dismiss or reactivate the winds as a free action once per round. Reflex DC 15 for half damage. Base rank 3. Aura of damage (4 ranks), dismissable (1 rank), increased damage x4 (8 ranks), widen burst (2 ranks). Suppressed if Gale is not trying to damage someone or something with the power (extremely rare circumstance, 0 HrP reduction).

Attack, Energy (21 HrPs): Innate. Activated. Gale can fire a 5-foot wide line of blast out to Medium range (100 ft. + 10 ft./level), dealing 10d6 points of damage to all targets struck. By controlling natural elements, Gale can attack with with cold, elec-

tricity, fire, or sonic energy, though there must be an appropriate source of energy first, such as a lightning- or snowstorm, though this energy source need not be intensely strong. Reflex DC 20 for half damage. Base rank 1. Line (1 rank), Close range (2 ranks), Medium range (1 rank), increased damage x9 (18 ranks), diverse energy (2 ranks). Suppressed when not in the presence of an appropriate type of energy (rare circumstance, since Gale can create her own storms, worth double because of high ranks, 4 HrP reduction). Suppressed if Gale is not trying to damage someone or something with the power (extremely rare circumstance, 0 HrP reduction).

Control Weather (6 HrPs): Innate. Activated. Can control weather in a 400-ft. radius, centered on her, changing weather conditions as an attack action. Base rank 8. Suppressed if Gale is not trying to damage someone or something with the power (rare circumstance, 2 HrP reduction).

Control Winds (16 HrPs): Innate. Activated. Can control winds in a 800-ft. radius, centered on her, and can change the wind up to five speed categories. Base rank 10. Improved wind control x4 (8 ranks). Suppressed if Gale is not trying to damage someone or something with the power (rare circumstance, 2 HrP reduction). She can never lower wind speeds with this power.

Elemental Resistance (sonic) (17 HrPs): Innate. Persistent. Energy resistance 50 against cold, electricity, fire, and sonic damage. Base rank 2. Increased resistance x9 (9 ranks), greater resistance x8 (8 ranks). Does not affect acid or force damage (2 HrP reduction).

Flight (8 HrPs): Innate. Persistent. Can fly with poor manueverability. Wind buffets her in the direction she wishes to fly. Base rank 8.

Heightened Constitution (18 HrPs): Innate. Persistent. +12 Constitution. Base rank 3. Increased effect x5 (15 ranks).

Heightened Defenses (deflection) (30 HrPs): Innate. Persistent. +17 deflection bonus to AC. Winds deflect incoming attacks. Base rank 2. Increased effect x16 (32 ranks). Suppressed when Burst Attack power is not being used (rare circumstance, worth double because of high ranks, 4 HrP reduction).

Self-Subistent (2 HrP): Innate. Persistent. Gale does not have to breathe. Inner wind provides an eternal air supply for her. Base rank 2.

Super Speed (22 HrPs): Innate. Persistent. Fly at a speed of 6430 ft. per round. Base rank 1. Increased speed x9 (9 ranks), greater speed x12 (12 ranks). Affects only flying speed (worth double because of high ranks, 0 HrP reduction).

Telekinesis (28 HrPs): Innate. Activated. Move objects at up to Long range (400 ft. + 40 ft./level) with an effective strength of 25, at a speed of 45 ft. Intense winds lift creatures and objects. Creatures can avoid telekinesis with a successful Will save (DC 22). Base rank 2. Medium range (1 rank), long range (1 rank), increased speed x2 (2 ranks), minor strength (1 rank), moderate strength (1 rank), high strength x6 (18 ranks), violent thrust (6 ranks). Suppressed when not in the presence of a storm (rare circumstance, since Gale can create her own storms, worth double because of high ranks, 4 HrP reduction).

Sub-Zero ("Kevin Nicks")

Mechanized warrior in the employ of Anton Labs, armed with an ice beam. Currently on assignment to recover experimental gear stolen by 'Larcen.'

Setting: As detailed with Larcen, above, in the not too distant future. Sub-Zero primarily stays at one of Anton Labs' research facilities.

History and Super Powers: Using its cutting-edge power manipulation technology, Anton Labs created the robot nicknamed Sub-Zero as a prototype for foreign military interests as a powerful, covert bodyguard. The robot was programmed as a capable fighter able to blend in as a normal person in the entourage that accompanies a V.I.P., and as such, part of its stored knowledge is of a variety of current legal and political matters. Sub-Zero is equipped with an arm-mounted 'freeze ray' that absorbs the energy in its path, chilling whatever it strikes. It has the capability, when needed, to use this absorbed energy to power internal devices to repair itself and help it cope with the strains of combat, letting it effectively ignore

small arms fire and even some larger weapons.

Sub-Zero's actual body is made of a hyper-polymer, mostly consisting of heavy plates and defensive shields to guard actuators and equipment. Anton Labs is not yet equipped to graft flesh onto the polymer frame, so the robot was equipped with a holographic projector that can create a nearly flawless three-dimensional shell to conceal the robot's body. Because of the complexity of this technology, the device is only equipped to handle one appearance at a time, and must undergo lengthy data deleting and installing to create a different appearance. Currently its appearance is that of a tall, muscular Italian man, Kevin Nicks, a persona created by Anton Labs.

The most critical component of Sub-Zero is its power source: harnessed cell culture taken from Layla Adrian while she was employed as a research subject by Anton Labs. Contained in a heavily protected cartridge in Sub-Zero's torso, this bioelectric heart of a few million cells provides enough energy to give Sub-Zero a running life equal for as long as Larcen, the source of those cells. Because of this necessary bioculture, however, Sub-Zero is mildly susceptible to attacks involving poison and similar effects.

Personality: The robot Sub-Zero has a fairly limited personality, though not to the point of seeming inhuman. When disguised with its holographic projector, the robot comes off as simply a quiet, somewhat rude individual who only talks business. It's alternate persona is that of Kevin Nicks, a New York lawyer, though with a few weeks of reprogramming and new holographic protocols, it could just as easily be anyone with the right physical features.

Currently, Sub-Zero is assigned as bodyguard to a researcher trying to prove that the thief Larcen who has raided Anton Labs several times in the past is the same person as Layla Adrian, former Anton Labs employee.

Sub-Zero. Mecha Strong 3/Soldier 2/Hero 10: CR 15; Medium-size construct; HD 3d8+2d10+10d4; hp 89; BP 8*; Init +4 (+4 Dex); Spd 50 ft; Defense 25 (+4 Dex, +6 Defense bonus, +5 natural armor); Atk +17/+12 melee (1d4+2, unarmed), +19/+14 ranged (2d10, heavy machine gun), or +19/+14 ranged (2d6, pistol), or +20 ranged (7d6+2 cold damage, freeze beam); SA Super powers; SQ ; SV Fort +7, Ref +10, Will +6; Str 14, Dex 19, Con -, Int 14, Wis 14, Cha 8. Rep 24. AP 12. Wealth 0.

**Because he has the No Biology super power, Sub-Zero gains bonus Body Points. He also never has to make Massive Damage saves.*

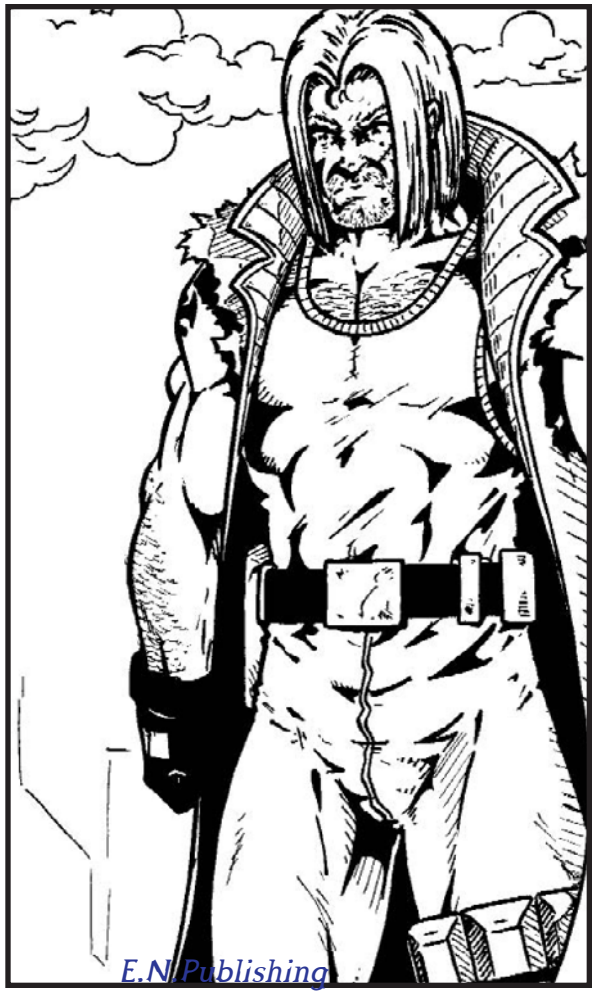
Starting Occupation: Military. Permanent class skills (Demolitions, Knowledge (tactics)). Personal Firearms Proficiency bonus feat. +1 Wealth.

Skills, Talents, and Feats: Climb +8, Demolitions +11, Jump +8, Knowledge (current events) +10, Knowledge (tactics) +11, Repair +9; Ignore Hardness & Improved Ignore Hardness; Advanced Firearm Proficiency, Aircraft Operation (helicopters), Burst Fire, Combat Martial Arts, Far Shot, Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Strafe, Weapon Focus (freeze beam), Weapon Specialization (freeze beam).

Possessions: Heavy machine gun, pepper spray installed in hands.

Hero Points: 80.

Alternate Form (0 HrPs): Mechanical. Activated. Can change form to look like Kevin Nicks, in a business suit. Holographic projector. Base rank 0. Internal gadget (0 HrP reduction). Form



change is only cosmetic, not actually a different form, so this power costs nothing.

Attack, Energy (14 HrPs): Mechanical. Activated. Can fire a charged ion beam that absorbs kinetic energy, sucking heat and dealing 7d6 points of cold damage as a ray with a range of 60 ft. However, Sub-Zero must spend time charging the energy attack. Hand-mounted freeze beam. Base rank 1. Close range (2 ranks), medium range (1 rank), adjustable (2 ranks), increased damage x6 (12 ranks). Integrated gadget (1 HrP reduction), great delay (3 HrP reduction).

Elemental Resistance (4 HrPs): Mechanical. Persistent. Energy resistance 5 against fire, cold, electricity, and force damage. Ion induction field reduces energy damage. Base rank 2. Increased effect x4 (4 ranks). Internal gadget (0 HrP reduction), affects only four elements (2 HrP reduction).

Enhanced Vision (2 HrPs): Mechanical. Persistent. Low-light vision and darkvision 60. Sensor array. Base rank 1. Darkvision (1 rank). Integrated gadget (1 HrP reduction).

Heal Wound (16 HrPs): Mechanical. Activated. Can repair up to 20 points of damage to himself. Ion absorption energy beam powers auto-repair devices. Base rank 8. True healing (4 ranks), increased effect x19 (19 ranks). Internal gadget (0 HrP reduction), can only heal himself (worth double for high ranks, 12 HrP reduction), cannot use this power except for the turn after firing the energy attack, and cannot heal more than the damage dealt (rare circumstance, worth double for high ranks, 4 HrP reduction).

Heightened Defense (natural armor) (10 HrPs): Mechanical. Persistent. +5 natural armor bonus to Defense. Hyper-polymer body. Base rank 2. Increased effect x4 (8 ranks). Internal gadget (0 HrP reduction).

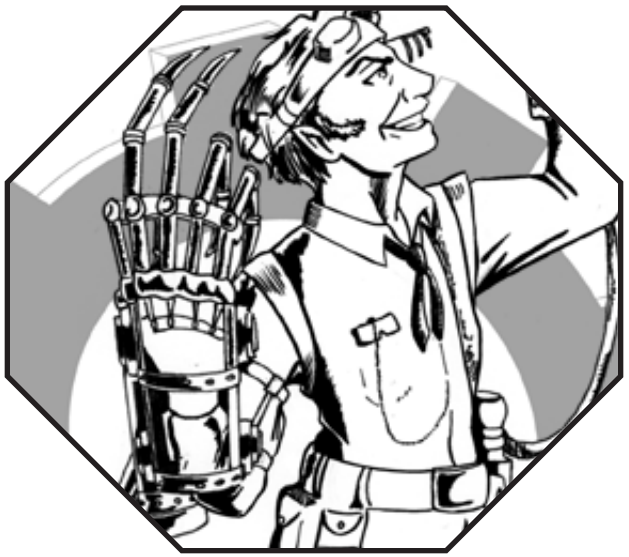
No Metabolism (0 HrPs): Mechanical. Persistent. No metabolism. Base rank 0.

Self-Subsistent (3 HrPs): Mechanical. Persistent. Does not need to eat, drink, breathe, or sleep. Base rank 1 (eat), 1 (drink), 1 (sleep).

Super Accuracy (12 HrPs): Mechanical. Persistent. +6 bonus to attack rolls. Base rank 2. Increased effect x5 (10 ranks). Internal gadget (0 HrP reduction).

Super Speed (2 HrPs): Mechanical. Persistent. +20 ft. base speed. Base rank 1. Increased effect (1 rank).

Super Tough (18 HrPs): Mechanical. Persistent. +36 hit points. Base rank 1. Increased effect x17 (17 ranks).



Tinker Oddcog ("Cog")

Steam age Gnomish engineer, able to understand and control mechanical devices ever since he encountered a strange artifact buried under Gaian London. His contemporaries thought him mad, and their shunning provoked him to seek vengeance, driving to acts of terrorism.

Setting: As described in Gale's entry above, London on Gaia is an usual mixing of ancient magic and steam technology. Tinker desired to make his mark as a brilliant engineer, especially since he can 'hear' what machines say, and so he has many venues to try to prove his genius.

History: One of the key engineers responsible for the development of London's new subway, Tinker ("Cog" to his old friends) was called in when diggers discovered a strange metal object buried in the path of their tunneling. They assumed it was simply a piece of debris from Terra that had somehow crossed the barrier between the worlds, but when Cog tried to examine it for possible salvage, he felt a voice wriggling into his mind. Once he stopped screaming, he realized he could hear the faint speech of all the machinery around him. Though frightened at first, he soon began to brag to his fellow engineers that he was able to understand and fix broken machinery so well because he could hear them talk. Within two weeks, he was removed from his job, and arrested for

being a madman. One of his friends took pity on him and had him removed from prison, but already Cog was becoming resentful and angry, a problem only made worse when his old associates began to shun him.

Cog decided to prove he could be useful, while at the same time taking revenge for what the others had done to him. He used his powers to cause the first run of the new subway train to derail, and was planning to use his knowledge to impress his former employer into hiring him to clean up the mess. He was again shunned, though, and again planned a new revenge, to sever all his former ties. This time, however, his plans were discovered by Gale, who confronted and defeated him. Cog managed to escape, though, and as he learned more about his rival, he became convinced that he could find fame and glory by proving that his technology was greater than her nature.

Over the course of the past several years of conflicts, however, Cog has lost sight of his original goals, and now often concocts schemes simply for the purpose of having a chance to battle his nemesis, Gale.

Super Powers: From his contact with the strange artifact, Cog gained the ability to speak with machinery and mechanical devices, and to animate such devices to make them do his bidding. From this control over devices, Cog proceeded to master the ability to construct his own gadgets, which he utilizes in a myriad of different situations, using whatever he thinks he'll need.

Personality: Like most gnomes, Cog delights in whimsy, but because he's nearly insane, he prefers to find his entertainment by taking what he wants from others, usually in unorthodox ways. Though he's always been fond of making a big entrance, since his rivalry with Gale developed, Cog has started to go to incredible lengths to attract Gale's attention whenever he attempts another criminal act. Supremely confident in his mastery of machines, Cog fears nothing from guns, and can always rely on some type of machine to be nearby for him to get what he wants. He has so far managed to always escape incarceration, taking revenge against the police who arrested him. Because of his vicious temper, tenacious sense of vengeance, and obvious ability to carry through on his threats, most law-enforcers simply ignore him, trusting that the other lunatic (Gale) will take care of him.

As a bit of a mockery at Gale's expense, Cog always keeps a dead potted plant in his hideout.

Tinker Oddcog, Gnome Smart 8/Gadgeteer 10/Hero 12: Male gnome; CR 30; Small humanoid (gnome); HD 18d6+2d4+76; hp 166; Init +0; Spd 20 ft.; AC 21 (+1 size, +10 Defense); Atk +19/+14/+9 melee (varies-usually 1d6+24, 19-20/x2 arm claw w/improved weaponry & super strength) or +23/+18/+13 ranged (varies-usually 8d6, cyclegun); SA Super powers; SQ gnomish traits, Savant (Craft (mechanical), Disable Device, Repair), Exploit Weakness, Tinker, Expert Repair, Expert Jury-Rig, Gadget Rapport, Combine, Master Repair, Ingenious Tinker, Boost +20; SV Fort +11, Ref +10, Will +13; Str 6, Dex 13, Con 15, Int 19, Wis 3, Cha 18. Rep 40. AP 15. Wealth 18. Massive Damage Threshold 15.

Starting Occupation: Technician. Permanent class skills (Craft (mechanical, structural), Repair). +3 Wealth.

Skills, Talents, and Feats: Bluff +36, Craft (mechanical) +29, Craft (structural) +25, Disable Device +49, Gather Information +24, Intimidate +24, Knowledge (arcane lore) +13, Knowledge (technology) +20, Repair +49; Savant (Craft (mechanical), Disable Device, Repair), Exploit Weakness; Builder, Cautious, Deceptive, Exotic Weapon Proficiency (arm claw), Far Shot, Improved Initiative, Iron Will, Leadership, Leadership, Point-Blank Shot, Precise Shot, Weapon Focus (cyclegun)

Hero Points: 96.

Cog always has these three following super powers.

Animate Object (23 HrPs): Innate. Activated. Can animate mechanical objects of up to colossal size. Base rank 5. Medium range (1 rank), long range (1 rank), medium-size animation (3 ranks), larger animation x4 (12 ranks), obedient animation (5 ranks), mental command (2 ranks). Can only animate mechanical objects or machinery (3 HrP reduction, worth double for high ranks, 6 HrP reduction).

Speak with Mechanical Devices (4 HrPs): Innate. Persistent. Can speak with mechanical devices. Gains a +2 bonus to many skill checks involving such devices. Base rank 4.

Status Sense (8 HrPs): Innate. Persistent. Automatically knows that status of any mechanical object within 50 ft., to a maximum of up to 10 objects per round. Base rank 4. Instant sense (4 ranks), ranged sense (4 rank). Can only sense objects (4 HrP reduction).

Cog also has an additional 61 HrPs worth of gadget-based powers. He usually picks from the following list. Not all of his gadgets are wholly mechanical, since he does have a slight knowledge of magical construction techniques. Note that the above stats represent Cog without any of his gadgets (except for his attacks).

Attack, Energy (18 HrPs): Gadget. Activated. Can fire a burst of flame, dealing 10d6 points of damage in a 5-ft. wide line out to Close range. Hip-holstered flamethrower. Base rank 1. Close range (2 ranks), increased damage x9 (18 ranks), line (1 rank). External gadget (worth double for high ranks, 4 HrP reduction).

Attack, Projectile (18 HrPs): Gadget. Activated. Can fire a ballistic attack, dealing 8d6 points of damage, with a range increment of 60 ft. Cog has an arm-mounted cyclegun. Base rank 1. Improved range x2 (2 ranks), increased damage x7 (14 ranks), adjustable (2 ranks). Integrated gadget (1 HrP reduction).

Elemental Resistance (8 HrPs): Gadget. Persistent. Gains electricity and fire resistance 20. Miniature lightning rods on exoskeleton redirect and dissipate electricity, fans on exoskeleton dissipate heat, and power is enhanced by magic components. Base rank 2. Increased resistance x9 (9 ranks), greater resistance x2 (2 ranks). Integrated gadget (1 HrP reduction), affects only two types of energy (4 HrP reduction).

Enhanced Vision (2 HrPs): Gadget. Persistent. Gains darkvision 60. Cog's goggles provide his enhanced vision and keen sight. Base rank 2. Darkvision (2 ranks). External gadget (2 HrP reduction).

Flight (8 HrPs): Gadget. Persistent. Can fly at a speed of 20, with average maneuverability. Backpack-mounted rotorothopter. Base rank 8. Improved manueverability (2 ranks). External gadget (2 HrP reduction).

Improved Weaponry (16 HrPs): Gadget. Persistent. Attacks with arm claw on exoskeleton deal an additional +16 damage. Hydraulics empower clawing action. Base rank 3. Increased effect x7 (14 ranks). Integrated gadget (1 HrP reduction).

Keen Sight (2 HrPs): Gadget. Persistent. Gains a +2 bonus to Spot checks, and can see details at microscopic levels. Cog's goggles provide his enhanced vision and keen sight. Base rank 1. Microscopic vision (2 ranks). External gadget (1 HrP reduction).

Mighty Lifting (2 HrPs): Gadget. Persistent. Gains a +10 effective bonus to Strength for the purposes of lifting, carrying, and throwing. Base rank 2. Increased effect (1 rank). Internal gadget (1 HrP reduction).

Super Accuracy (9 HrPs): Gadget. Persistent. +5 bonus to attack rolls. Sensitive motors steady Cog's aim. Base rank 2. Increased effect x5 (10 ranks). Integrated gadget (1 HrP reduction).

Super Speed (8 HrPs): Gadget. Persistent. Gains a +100 ft. to speed while swimming. A gasoline-powered backpack has propellers to move him through the water. Base rank 1. Increased effect x9 (9 ranks). External gadget (2 HrP reduction), applies only to swim speed (1 HrP reduction). Cog often uses his Ingenious Tinker ability to have this ability be switchable with Flight.

Super Strength (15 HrPs): Gadget. Persistent. +8 bonus to damage rolls and Strength-based checks, and a +16 effective strength for the purposes of lifting, carrying, throwing. Cog has a full-body light exoskeleton that he usually wears over his clothes. Base rank 2. Increased effect x7 (14 ranks). Integrated gadget (1 HrP reduction).

Water Breathing (1 HrP): Gadget. Persistent. Can breathe underwater. Base rank 1. Gadget, external (0 HrP reduction).

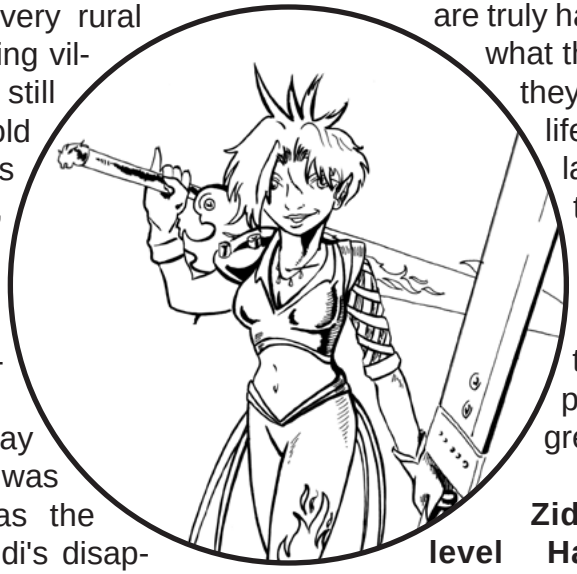
Henchmen

Because of his Leadership feats, Cog almost always has at least some henchmen at his disposal. Emphasis on the disposal. His typical gang consists of two to six Orcish Tough 4 thugs, plus one or two more skilled henchmen, or occasionally a mechanical ally, such as an iron golem.

Zidi Wheatling ("The Halfling Titan")

Halfling girl from a medieval fantasy village, blessed with supreme strength and power by the fey. A kind-hearted soul, Zidi always tries to help others and repay her debt to the fey. Zidi uses Fantasy d20 rules.

Setting: Standard medieval fantasy world. Zidi is from a very rural area, home only to halfling villagers, where people still interact often with the old fey. Common foes include giants, dark fey, lesser unseelie like orcs and goblins, and bizarre magical monsters created by evil human spellcasters.



History: Rumors say that Zidi's grandmother was fey, and this myth was the explanation given for Zidi's disappearances from home for weeks at a time when she was a child. Zidi's memory of these disappearances is hazy, but she can recall playing with faeries and wrestling with centaurs. Every time she returned from one of these disappearances, she would be inexplicably stronger. Zidi favors the fey for what they've done, though she doesn't understand why they blessed her.

Super Powers: The halfling titan's powers are magical, a blessing from the fey to a kind-hearted girl who they trust to protect them whenever they leave the realm of Faerie. She has incredible strength and endurance, and has strong mental defenses, to help her resist charms by the fey. Her powers are intended to be used of her own free choice, not through magical coercion.

Personality: Ah, Zidi. She's the kind of person you just can't not like, except that sometimes she is a little over-eager and too inquisitive. She is one of those people who are truly happy because they know what they're doing is right, and they enjoy doing it. Zidi lives life intensely, but kindly, laughing and crying with those around her, and sometimes taking solace with her family on those rare occasions that the weight of her powers becomes too great for her to bear.

Zidi Wheatling, 8th/1st level Halfling Hero/Fighter: Female halfling; CR 9; Small humanoid (halfling); HD 8d4+1d10+27; hp 45; Init +2; Spd 20 ft; AC 19 (+6 natural, +1 size, +2 Dex); Atk +11/+11 melee (2d8+12/2d6+6, huge longsword/large longsword) or +9 ranged (varies, hurled object); SA Super powers; SQ halfling traits; AL NG; SV Fort +7, Ref +5, Will +7; Str 23, Dex 15, Con 14, Int 10, Wis 8, Cha 12. Note that Zidi's effective strength for lifting, carrying, and throwing is 50. Rep 20.

Skills and Feats: Handle Animal +5, Jump +26, Knowledge (arcana) +3; Exotic Weapon Proficiency (giant melee object), Exotic Weapon Proficiency (giant thrown object), Heroic Powers, Improved Bull Rush, Iron Will, Leap of the Clouds, Power Attack, Two-Weapon Fighting.

Possessions: Flashy clothes, masterwork huge longsword, masterwork large longsword, bag of holding type II (in the shape of a hip-purse). She keeps her (sheathed) blades in the purse of holding when she's not using them.

Hero Points: 73 (64 from Hero class, 9 from Heroic Powers feat, exchanging 22,500 gp).

Super Powers: Rumors say that Zidi's grandmother was fey, and this myth was the explanation given for Zidi's disappearances from home for weeks at a time when she was a child. Zidi's memory of these disappearances is hazy, but she can recall playing with faeries and wrestling with centaurs. Every time she returned from one of these disappearances, she would be inexplicably stronger. Zidi favors the fey for what they've done, though she doesn't understand why they blessed her.

The halfling titan's powers are magical, a blessing from the fey to a kind-hearted girl who they trust to protect them whenever they leave the realm of Faerie.

Enhanced Vision (4 HrPs): Mystical. Persistent. Zidi can has Darkvision 60. Base rank 2. Darkvision (2 ranks).

Gain Feat (2 HrPs): Zidi gains the Exotic Weapon Proficiency (giant melee object) feat.

Gain Feat (2 HrPs): Zidi gains the Exotic Weapon Proficiency (giant thrown object) feat.

Gain Feat (2 HrPs): Zidi gains the Leap of the Clouds feat.

Heightened Constitution (6 HrPs): Mystical. Persistent. +4 Constitution. Base rank 3. Increased effect (3 ranks).

Heightened Defenses (natural armor) (11 HrPs): Mystical. Persistent. +6 natural armor bonus to AC. Base rank 2. Increased effect x5 (10 ranks). Magical (1 HrP reduction).

Heightened Strength (11 HrPs): Mystical. Persistent. +8 Strength. Base rank 3. Increased effect x3 (9 ranks). Magical (1 HrP reduction).

Heightened Will (5 HrPs): Mystical. Persistent. +5 to Will saves. Base rank 1. Increased effect x4 (4 ranks).

Invulnerability (5 HrPs): Mystical. Persistent. DR 5/iron. Base rank 2. Increased effect x4 (4 ranks). Magical (1 HrP reduction).

Mighty Lifting (3 HrPs): Mystical. Persistent. Effective +15 strength for lifting, carrying, and throwing, and can wield weapons and carry items as if she were a huge creature. Base rank 2. Increased effect x2 (2 ranks). Magical (1 HrP reduction).

Rage (7 HrPs): Mystical. Persistent. Can go into a berserker rage as a free action, gaining +4 Str, +4 Con, a +2 bonus to Will saves, but a -2 penalty to AC, lasting 8 rounds. Zidi becomes fatigued afterward. Base rank 4. Increased effect (4 ranks). Magical (1 HrP reduction).

Skill Knowledge (3 HrPs): Zidi gains an additional 6 skill points, from her training by the fey.

Super Strength (11 HrPs): Mystical. Persistent. +6 bonus to melee weapon and hurled weapon damage rolls, and a +6 bonus to Strength checks and Strength-based skill checks. Additionally, an effective +12 strength for the purposes of determining how much she can lift and carry. Base rank 2. Increased effect x5 (10 ranks). Magical (1 HrP reduction).

Super Strike (2 HrP): Mystical. Persistent. Attacks can injure creatures as if attacking with a +2 weapon. Base rank 1. Increased effect (2 ranks). Magical (1 HrP reduction).

Heroic Templates

Here are presented a few sample sets of powers that you can acquire by taking levels of Hero. If you don't want to spend much time making your own character's powers, you can just choose one of these templates.

The first template, the Andromedan, is an example of super powers taken to the extreme, presenting a super-powerful race of aliens that you can use for very high-level antagonists or allies. The second template, the Arachnid Warrior, is a genetically-altered person with the powers of a spider. As presented, the template could be used for a single hero, or could represent the standard powers of an army of warriors created by a mad scientist.

Also note that the Hero Point costs for each template is listed twice, once for PCs and prominent NPCs, and once for minor NPCs and monsters. In the entries for each power, the costs are only shown for PCs and prominent NPCs. See Reduced Cost for NPCs, page 52, for more information.

The templates are presented in the following format:

Primary Template Cost: Cost for a PC or important NPC to take this template, and the minimum level required.

Spare HrPs: The number of Hero Points you will have left if you take only Hero levels to reach the minimum level. For example, pretend that the Mutantboy template that costs 20 HrPs but has a power that cannot be acquired until 5th level. Since 5 levels of Hero would grant a total of 40 HrPs, if you are a 5th-level Hero with no other classes, you will have 20 spare HrPs after taking the Mutantboy template. Spare HrPs are not listed for the Minor NPC costs.

Description of template.

List of Powers, presented in the following short format.

Power Name (total Hero Point cost): *Source of power* (gadget, mystic, genetic, etc.). *Activated or Persistent*. Effect. Details and sensory specifics. Saving throw to resist. *Base rank*. Bonus abilities (*ranks required*). Restrictions (*HrPs discounted*). Special notes.

Andromedan

Primary Template Cost: (400) HrPs, minimum level 50.

Spare HrPs: 0.

Andromedans come from a distant star system, and are often sent to other worlds as youths as a trial of survival. It is not uncommon for a young Andromedan to conquer a world he is sent to, making it a simple task for the Andromedan people to later colonize that planet.

Renowned for their incredible strength, speed, and near invulnerability, Andromedans rarely care for the affairs of lesser races, except to use them as slaves or cannon fodder in their wargames. Outwardly resembling humans, Andromedans find it easy to blend in with human society. They only true vulnerability is that a peculiar type of crystal created in their world's core, called Andromedite, emits radiation that cancels their powers. This is a very rare object, but whenever an Andromedan comes within 25 feet of a piece of Andromedite, most of his powers are cancelled. This is a rare circumstance, normally worth a 2 HrP cost reduction.

Typical Andromedan: CR 50; Medium humanoid; HD 50d4+800; hp 900; Init +7 (+7 super agility); Spd 30 ft., Fly 25,630 ft; AC 51 (+15 Defense bonus, +29 natural armor, +7 super agility); Atk +38/+33 melee (1d4+42, unarmed); SA Super powers, energy attack (25d6, Ref DC 30); SQ DR 35/+1, Energy Immunity, Damaged by Andromedite; SV Fort +28, Ref +42, Will +21; Str 36, Dex 10, Con 42, Int 10, Wis 10, Cha 10. Note that an Andromedan's effective strength for lifting, carrying, and throwing is 169.

Andromedans have the following powers.

Attack, Energy (force) (50 HrPs): *Activated*. *Racial*. As an attack action, an Andromedan can fire a 5-ft. wide line out to Long range (400 ft. + 40 ft./level), dealing 25d6 points of damage to all targets struck; can also fire a ray attack, or for less damage. Targets struck by the line may make a Reflex save (DC 30) for half damage. Andromedans can fire a blast of intense radiation from their hands. *Base rank 1*. Line (*1 rank*), close range (*2 ranks*), medium range (*1 rank*), long range (*1 rank*), increased damage x24 (*48 ranks*), adjustable (*2 ranks*). Power cancelled when within 25 feet of andromedite (*rare circumstance, worth triple for high ranks, 6 HrP reduction*).

Circumstance Injury (4 bonus HrPs): Whenever an Andromedan comes within 25 feet of a piece of Andromedite, he takes 10 points of damage per round. This is a rare circumstance (*2 bonus HrP*) that deals 10 points of damage instead of 1 point of damage per round (*2 bonus HrPs*).

Elemental Resistance (38 HrPs): *Persistent*. *Racial*. Energy resistance 50 against all energy types. *Base rank 2*. Increased resistance x9 (*9 ranks*), greater resistance x8 (*8 ranks*), energy immunity x6 (*all energy types, 24 ranks*). Power cancelled when within 25 feet of andromedite (*rare circumstance, worth double for high ranks, 4 HrP reduction*).

Flight (12 ranks): Persistent. Andromedans can fly at their base movement with perfect manueverability. Andromedans can levitate and fly without any form of support. *Base rank 8*. Improved maneuverability x3 (*6 ranks*). Power cancelled when within 25 feet of andromedite (*rare circumstance, 2 HrP reduction*).

Heightened Constitution (42 HrPs): *Persistent. Racial*. +32 Constitution. *Base rank 3*. Increased effect x15 (*45 ranks*). Power cancelled when within 25 feet of andromedite (*rare circumstance, worth triple for high ranks, 6 HrP reduction*).

Heightened Defenses (natural armor) (52 HrPs): *Persistent. Racial*. +29 natural armor bonus to AC. Skin is incredibly strong. *Base rank 2*. Increased effect x28 (*56 ranks*). Power cancelled when within 25 feet of andromedite (*rare circumstance, worth triple for high ranks, 6 HrP reduction*).

Heightened Reflexes (12 HrPs): *Persistent. Racial*. +14 bonus to Reflex saves. *Base rank 1*. Increased effect x13 (*13 ranks*). Power cancelled when within 25 feet of andromedite (*rare circumstance, 2 HrP reduction*).

Heightened Strength (35 HrPs): *Persistent. Racial*. +26 Strength. *Base rank 3*. Increased effect x12 (*36 ranks*). Power cancelled when within 25 feet of andromedite (*rare circumstance, worth double for*

high ranks, 4 HrP reduction).

Impact Resistance (14 HrPs): *Persistent. Racial*. Ignore first 1024 dice of damage from impacts. Base rank 2. Increased effect x7 (*14 ranks*). Power cancelled when within 25 feet of andromedite (*rare circumstance, 2 HrP reduction*).

Invulnerability (19 HrPs): *Persistent. Racial*. DR 35/+1. A nearly impenetrable energy field encompasses the Andromedan, protecting him from mundane injury. *Base rank 2*. Increased effect x17 (*17 ranks*), greater resistance (*4 ranks*). Power cancelled when within 25 feet of andromedite (*rare circumstance, worth double for high ranks, 4 HrP reduction*).

Mighty Lifting (15 HrPs): *Persistent. Racial*. Gains an effective +75 Strength for the purposes of lifting and carrying. *Base rank 2*. Increased effect x15 (*15 ranks*). Power cancelled when within 25 feet of andromedite (*rare circumstance, 2 HrP reduction*).

Super Agility (12 HrPs): *Persistent. Racial*. +7 bonus to AC, Reflex saves, initiative, and Dexterity-based checks. *Base rank 2*. Increased effect x6 (*12 ranks*). Power cancelled when within 25 feet of andromedite (*rare circumstance, 2 HrP reduction*).

Super Healthy (12 HrPs): *Persistent. Racial*. +7 bonus to Fortitude saves, Constitution-based checks, and an effective +14 bonus to Constitution for the purposes of endurance effects. *Base rank 2*. Increased effect x6 (*12 ranks*). Power cancelled when within 25 feet of andromedite (*rare circumstance, 2 HrP reduction*).

Super Speed (22 HrPs): *Persistent. Racial*. Movement increased by approximately +25,600 ft. per round. *Base rank 1*. Increased speed x9 (*9 ranks*), greater speed x8 (*16 ranks*). Power cancelled when within 25 feet of andromedite (*rare circumstance, doubled for high ranks, 4 HrP reduction*).

Super Strength (52 HrPs): *Persistent. Racial*. +29 bonus to damage and Strength-based checks, +58 effective Strength for the purposes of lifting and carrying. *Base rank 2*. Increased effect x28 (*56 ranks*). Power cancelled when within 25 feet of andromedite (*rare circumstance, worth triple because of high ranks, 6 HrP reduction*).

Super Strike (17 HrPs): *Persistent. Racial*. Attacks can damage creatures as if they had a +10 enhancement bonus. *Base rank 1*. Increased effect x9 (*16 ranks*). Power cancelled when within 25 feet of andromedite (*rare circumstance, 2 HrP reduction*).

Arachnid Warrior

Primary Template Cost: 64 HrPs, minimum level 8.

Spare HrPs: 0.

Genetically altered with the DNA of a spider, this person becomes a man with great powers. Arachnid warriors are incredibly agile, able to sense imminent attacks with reactions that resemble precognition, to climb walls and create webs and weblines to crawl on or swing from. With the proportional strength of a spider, these men are amazing combatants even if they don't have proper training.

Arachnid warriors have the following powers.

Danger Sense (11 HrPs): *Persistent*. *Genetic*. Arachnid warriors are never surprised, and always know of impending danger; they are never flat-footed. *Base rank 11*.

Entangle (8 ranks): *Activated. Genetic*. Arachnid warriors can create an entangling web in a 5-foot area, up to Close range, as an attack action. *Base rank 8*.

Evasion (6 HrPs): *Persistent. Genetic*. Arachnid warriors have the evasion ability; on a successful Reflex save to take half damage, they instead take no damage. *Base rank 6*.

Fast Recovery (3 HrPs): *Persistent*. *Genetic*. Arachnid warriors heal twice as fast as normal. *Base rank 3*.

Flight (5 HrPs): *Persistent. Genetic*. Arachnid warriors can fly at their base movement with poor manueverability, and can only move as long as there is some solid object no more than 90 feet away to the side or above. They cannot hover or move upward unless there is a solid object above them. They shoot strands of webbing from their hands, that attach to objects, from which they swing. *Base rank 8*. Movement restricted by local terrain (*3 HrP reduction*).

Heightened Defenses (insight) (4 HrPs): *Persistent. Genetic*. +2 insight bonus to AC. *Base rank 2*. Increased effect (*2 ranks*).

Spiderclimb (5 HrPs): *Persistent. Genetic*. Can climb walls and ceilings with ease, by crawling on hands and knees. Has an effective +25 bonus to climb checks. *Base rank 5*.

Super Agility (10 HrPs): *Persistent. Genetic*. +5 bonus to AC, Reflex saves, initiative, and Dexterity-based checks. *Base rank 2*. Increased effect x4 (*8 ranks*).

Super Speed (2 HrPs): *Persistent*. Movement increased by +20 ft. per round. *Base rank 1*. Increased speed x1 (*1 rank*). Applies only to flight (*0 HrP reduction*).

Super Strength (10 HrPs): *Persistent. Genetic*. +5 bonus to damage and Strength-based checks, and an effective +10 Strength for the purposes of lifting. *Base rank 2*. Increased effect x4 (*8 ranks*).

Chapter Eight: Super Powers

This chapter contains the descriptions of over 60 super powers, guidelines for creating your own super powers, and rules for adding enhancements or restrictions to your super powers.

Super Power Entries

The lists of super powers in this chapter are presented in alphabetical order. After the lists of super powers, you will find the section Enhancements and Restrictions, which lists the most common ways to enhance or restrict powers.

All the costs listed in the super power entries refer to the cost of the power in a Modern d20 game. If you are using Fantasy d20 rules, refer to Table 8.1 for the cost of super powers and enhancements in the different game systems.

If a super power refers to your level to determine the power's effect (such as, "25 ft. + 5 ft. per 2 levels"), use your total character level. If a power allows a saving throw, the DC is equal to 10 + one-half the number of ranks you have in that power. Even if the power is derived from a spell, use this system to determine it's effect and saving throw DC.

The following is the format in which powers are presented in this book when describing them in full. After that is the short format for listing super powers on a character sheet.

Power Name

Prerequisite: A very small number of super powers require some other ability before you can take them.

Base rank: This is the minimum number of ranks you must have in the power before it has any effect. Any ranks beyond the base rank gain extra abilities for that power. If there is a number listed in parentheses, this is the base rank if the cost is being purchased by a minor NPC or a monster. See Reduced Cost for NPCs, on page 52.

Effect: This is what the power does. Unless the description states otherwise, the power is persistent.

Extra ranks: This entry states what happens when you have spent more Hero Points than the base rank. Each possible enhancement has a rank cost listed, which is how many extra ranks you must devote to that enhancement. The column for 'Multiple?' states whether you can choose this enhancement multiple times.

If there is a number listed in parentheses, this is the base rank if the cost is being purchased by a minor NPC or a monster. See Reduced Cost for NPCs, on page 52.

Restrictions: If the power has some common types of restrictions, they are listed here, along with how much they reduce the cost of the power.

Special Notes: Any special information regarding the power is presented here.

Power Short Format

When listing your Hero's powers, use the following format. It is especially useful since extra ranks can grant abilities beyond those of the base power. Omit entries that are inapplicable.

Power Name (total Hero Point cost): *Source of power* (gadget, mystic, genetic, etc.). *Activated or Persistent*. Effect. Details and sensory specifics. Saving throw to resist. *Base rank*. Bonus abilities (*ranks required*). Restrictions (*HrPs discounted*). Special notes.

Table 8-1 (1) - Super Power Costs

Name	Modern Cost	Fantasy Cost	Multiple?
Alternate Form	3 (1)	3 (1)	n/a
Additional Form	1	1	Yes
Large Form	4	4	No
Look-alike form (r)	Free*	Free*	n/a
Animate Object	5	5	n/a
Medium Range	1	1	No
Long Range	1	1	No
Medium-size Animation	3	3	No
Larger Animation	5	5	Yes

Table 8-1 (2) - Super Power Costs

Name	Modern Cost	Fantasy Cost	Multiple?
Obedient Animation	5 (2)	5 (2)	No
Mental Command	2	2	No
Limited Animation (r)	-2	-2	n/a
Restricted Anim. (r)	-3	-3	n/a
Attack, Burst	3	3	n/a
Widen Burst	2	2	Yes
Increased Damage	2	2	Yes
Diverse Energy	2	3	No
Aura of Damage	4	4	No
Adjustable	2 (1)	2 (1)	No
Brief Delay (r)	-1	-1	n/a
Great Delay (r)	-3	-3	n/a
Attack, Energy	1	1	n/a
Close Range	2	2	No
Medium Range	1	1	No
Long Range	1	1	No
Line	1	1	No
Cone	2	2	No
Increase Damage	2	2	Yes
Diverse Energy	2	3	No
Adjustable	2 (1)	2 (1)	No
Brief Delay (r)	-1	-1	n/a
Great Delay (r)	-3	-3	n/a
Attack, Miscellaneous	2	3	n/a
Close	2	2	No
Medium	1	1	No
Long	1	1	No
Increased Damage	2	2	Yes
Energy Damage	2	2	Yes
Area of Effect	1	1	No
Increased Area	1	1	Yes
Adjustable	2 (1)	2 (1)	No
Mental Only (r)	-1	-1	n/a
Animate Only (r)	-1	-1	n/a
Obvious (r)	-1	-1	n/a
Attack, Projectile	1	2	n/a
Improved Range	1	1	Yes
Blast Radius	2	2	No
Increased Area	1	1	Yes
Increased Damage	2	2	Yes
Energy Damage	2	2	Yes
Adjustable	2 (1)	2 (1)	No

Table 8-1 (3) - Super Power Costs

Name	Modern Cost	Fantasy Cost	Multiple?
Clairsentience	8 (2)	10 (4)	n/a
Control Water	10 (9)	10 (9)	n/a
Control Weather	8	8	n/a
Greater Control	4 (1)	4 (1)	No
Control Winds	8	8	n/a
Improved Control	2	2	Yes
Create Object	4 (2)	4 (2)	n/a
Medium Creation	2	2	No
Large Creation	3	3	No
Huge Creation	4	4	No
Gargantuan Creation	5	5	No
Colossal Creation	6	6	No
Whoppin' Big Creation	6	6	Yes
Enduring Creation	1	1	No
More Creations	2	2	Yes
Virtual Item	1	1	No
Minor Hardness	1	1	No
Average Hardness	1	1	No
Greater Hardness	1	1	No
Pure Force	2	2	No
Mechanical Creation	3	3	No
Electronic Creation	3	3	No
Danger Sense	11 (6)	11 (6)	n/a
Elemental Resistance	2 (1)	6 (2)	n/a
Increased Resistance	1	1	Yes
Greater Resistance	1	1	Yes
Limited Resistance (r)	-1	-1	n/a
Energy Absorption	8	8	n/a
Additional Absorption	1	2	Yes
Faster Absorption	2	2	Yes
Higher Limit	1	1	Yes
Energy Drain	12 (8)	10 (8)	n/a
Persistent Drain	4 (1)	4 (1)	No
Neg Lvl Enhancement	5 (3)	5 (3)	No
Increased Damage	2	2	Yes
Adjustable	2 (1)	2 (1)	No
Close Range	3	3	No
Medium Range	1	1	No
Long Range	1	1	No
Enhanced Vision	1 (0)	2 (0)	n/a
Darkvision	1	2 (1)	No
Blindsight	2	2	No

Table 8-1 (4) - Super Power Costs

Name	Modern Cost	Fantasy Cost	Multiple?
Extended Vision	1	1	Yes
Entangle	8	8	n/a
Radius	2	2	No
Increased Area	3	3	Yes
Plant-Based (r)	-3	-2	n/a
Evasion	6 (5)	6 (5)	n/a
Improved Evasion	4 (2)	4 (2)	No
Armor-Restricted (r)	-2	-2	n/a
Fast Recovery	3 (0)	2 (0)	n/a
Fast Healing	8 (5)	7 (5)	No
Increased Healing	2 (1)	2 (1)	Yes
Flight	8	8	n/a
Improved Maneuver.	2	2	Yes
Large Space (r)	-3	-3	n/a
Anchor-Dependent (r)	-3	-3	n/a
Gain Feat	2	2	n/a
Ghost Touch	4 (2)	5 (3)	n/a
Armed Ghost Touch	1	1	No
Haste	8 (6)	8 (6)	n/a
Active Haste	4 (3)	4 (3)	n/a
Extra Haste	4 (2)	4 (2)	Yes
Extra Active Haste	4 (3)	4 (3)	Yes
Heal Wound	10 (4)	8 (4)	n/a
Positive Energy Heal	0	0	n/a
True Healing	4 (1)	4 (1)	No
Increased Effect	1	1	Yes
Ranged Healing	2	2	No
Medium Range	1	1	No
Long Range	1	1	No
Burst Healing	4	4	No
Height. Attack Bonus	3	3	n/a
Increase Attack Bonus	3	3	Yes
Melee-Missile (r)	-1	-1	n/a
Single Weapon (r)	-2	-2	n/a
Heightened Defenses	2	2	n/a
Increased Effect	2	2	Yes
Height. Mental Ability	3	3	n/a
Increased Effect	3	3	Yes
Height. Phys. Ability	3	3	n/a
Increased Effect	3	3	Yes
Space Restriction (r)	-4	-4	n/a
Heightened Saves	1	1	n/a

Table 8-1 (5) - Super Power Costs

Name	Modern Cost	Fantasy Cost	Multiple?
Increased Effect	1	1	Yes
Space Restriction (r)	-4	-4	n/a
Immune: Aging	0 (0)	0 (0)	n/a
Immune: Criticals	8 (2)	8 (2)	n/a
Immune: Disease	1 (0)	1 (0)	n/a
Immune:Energy Drain	6 (1)	8 (2)	n/a
Immune: Mind-Infl	15 (3)	15 (3)	n/a
Immune: Poison	4 (1)	4 (1)	n/a
Immune: Stunning	2 (1)	2 (1)	n/a
Immune: Subdual	2 (1)	2 (1)	n/a
Immune: Undead Pkg	17 (5)	17 (5)	n/a
Impact Resistance	2 (1)	2 (1)	n/a
Doubled Resistance	2 (1)	2 (1)	Yes
Improved Weaponry	3 (2)	3 (2)	n/a
Increased Effect	2	2	Yes
Increased Reach	2 (1)	3 (2)	n/a
Greater Reach	2	3 (2)	Yes
Unarmed Only (r)	-1	-1	n/a
Inexhaustible Endur.	4 (1)	4 (1)	n/a
Invisibility	12 (8)	10 (8)	n/a
Persistent (r)	-2	-2	n/a
Weaker (r)	-1	-1	n/a
Invulnerability	2 (1)	2 (1)	n/a
Increased Effect	1	1	Yes
Greater Resistance	3 (1)	3 (1)	Yes
Superior Resistance	4 (1)	4 (1)	Yes
Keen Hearing	1	1	n/a
Canny Hearing	2	2	No
Increased Effect	1	1	Yes
Life Drain	6	6	n/a
Diverse Damage	2	2	Yes
Improved Damage	2	2	Yes
Vampirism	4	4	No
Casual Drain	2	2	No
Spawn Lord	2	2	No
Mighty Lifting	2 (1)	2 (1)	n/a
Increased Effect	1	1	Yes
Nigh Omnipotence	23	23	n/a
No Biology	12	12	n/a
Paralyze	6	6	n/a
Extend Duration	2	2	No
Long Duration	1	1	No

Table 8-1 (6) - Super Power Costs

Name	Modern Cost	Fantasy Cost	Multiple?
Persistent Touch	4 (1)	4 (1)	No
Close Range	2	2	No
Medium Range	1	1	No
Long Range	1	1	No
Mass Paralysis	8	8	No
Injection (r)	-1	-1	n/a
Phase	8	8	n/a
Ghostform	5	5	No
Disruptive Phase	6	6	No
Damaging Phase	4	4	No
Innate Damag. Phase	6	6	No
Persistent Phase (r)	-4	-4	n/a
Poison	6	6	n/a
Contact Poison	2	2	No
Poisonlace	4	4	No
Diverse Damage	2	2	Yes
Increase Primary Dmg	2	2	Yes
Increase Second Dmg	2	2	Yes
Power Vampirism	3	3	n/a
Permanent Drain	12	12	No
Rage	4	4	n/a
Increased Effect	4	4	Yes
Injured Rage (r)	-0	-0	n/a
Injury-provoked (r)	-2	-2	n/a
Mindless Rage (r)	-2	-2	n/a
Frenzy (r)	-4	-4	n/a
Regeneration	14	14	n/a
Increased Regen.	2 (1)	2 (1)	Yes
Circumstance Supp. (r)	-1+	-1+	n/a
Scent	3 (1)	3 (1)	n/a
Self-Sub: Eating	1 (0)	1 (0)	n/a
Self-Sub: Drinking	1 (0)	1 (0)	n/a
Self-Sub: Sleeping	1 (0)	1 (0)	n/a
Self-Sub: Breathing	2 (0)	2 (0)	n/a
Shapeshift	5 (4)	5 (4)	n/a
Greater Shapeshift	2	2	No
Keep Appearance (r)	-2	-2	n/a
Shield	4	4	n/a
Mobile Shield	5	5	No
Full Arc	8	8	No
Full Shield	5	5	No
Opaque	1	1	No

Table 8-1 (7) - Super Power Costs

Name	Modern Cost	Fantasy Cost	Multiple?
One-Way Opaque	1	1	No
Widened Shield	7	7	No
Wider	4	4	Yes
SizeShift	1	1	n/a
Various Sizes	varies	varies	n/a
Body Change Only (r)	-4	-4	n/a
Skill Bonus	2	2	n/a
Increased Effect	1	1	Yes
Speak with Animals	6 (2)	6 (2)	n/a
Speak with Dead	10 (4)	10 (4)	n/a
Speak with Electronic	10 (6)	10 (6)	n/a
Speak with Mech	4 (2)	4 (2)	n/a
Speak with Plants	6 (2)	6 (2)	n/a
Speak with Stone	8 (4)	8 (4)	n/a
Speak with Wind	6 (2)	6 (2)	n/a
SpiderClimb	5	5	n/a
Status Sense	4 (2)	4 (2)	n/a
Instant Sense	4 (1)	4 (1)	No
Ranged Sense	4	4	No
Accurate Sense	8	8	No
Object-Only (r)	-4	-4	n/a
Creature-Only (r)	-0	-0	n/a
Super-Accuracy	2	2	n/a
Increased Accuracy	2	2	Yes
Melee-Missile (r)	-1	-1	n/a
Single Weapon (r)	-2	-2	n/a
Super Agility	2	2	n/a
Increased Effect	2	2	Yes
Super Charm	2	2	n/a
Increased Effect	2	2	Yes
Super Health	2	2	n/a
Increased Effect	2	2	Yes
Super Smart	2	2	n/a
Increased Effect	2	2	Yes
Super Speed	1	1	n/a
Increased Effect	1	1	Yes
Greater Speed	2 (1)	2 (1)	Yes
Super Strong	2	2	n/a
Increased Effect	2	2	Yes
Super Tough	2	2	n/a
Increased Effect	2	2	Yes
Super Wise	2	2	n/a

Table 8-1 (8) - Super Power Costs

Name	Modern Cost	Fantasy Cost	Multiple?
Increased Effect	2	2	Yes
Telekinesis	2	2	n/a
Increased Speed	1	1	No
Medium Range	1	1	No
Long Range	1	1	No
Minor Strength	1	1	No
Moderate Strength	1	1	No
High Strength	3	3	Yes
Violent Thrust	6	6	No
Telepathic Charm	10 (8)	10 (8)	n/a
Monstrous Charm	4	4	No
Domination	3	3	No
Increased Duration	1	1	No
Eyebite (r)	-2	-2	n/a
Telepathic Comm.	5 (3)	5 (3)	n/a
Wider Communications	4	4	No
Line of Sight	2	2	No
Medium Range	1	1	No
Long Range	1	1	No
Extreme Range	1	1	No
Planar Range	2	2	No
Telepathic Scan	11 (6)	11 (6)	n/a
Line of Thought	2	2	No
Medium Range	1	1	No
Long Range	1	1	No
Extreme Range	1	1	No
Planar Range	2	2	No
Deep Scan	4	4	No
Eyebite (r)	-2	-2	n/a
Teleportation	8 (4)	8 (4)	n/a
Casual Teleport	2	2	No
Error-Proof	5 (1)	5 (1)	No
Medium Range	2 (0)	2 (0)	No
Long Range	2 (0)	2 (0)	No
Planar Teleport	9 (2)	9 (2)	No
Ubiquitous Facing	3 (2)	5 (4)	n/a
Uncanny Dodge	6	6	n/a
Unflankable	3	3	No
Water-Breathing	1	1	n/a
Wealth	1 (0)	n/a	n/a
Increased Wealth	1 (0)	n/a	n/a
X-Ray Vision	12 (7)	12 (7)	n/a

Table 8-1 (9) - Super Power Costs

Name	Modern Cost	Fantasy Cost	Multiple?
Increased Vision	2 (1)	2 (1)	No
Persistent Vision	8 (4)	8 (4)	No

Super Powers

Alternate Form

Base rank: 3 (1).

Effect: Choose one type of animal or humanoid, which must be either Small or Medium-size. As an attack action, you can assume this alternate form, as by the *alter self* spell. You pick one type of exact appearance, so if you can assume the form of a female Goblin with stumpy legs, you would always change into that same Goblin. Your alternate form only changes as much as your normal body would change (injury, aging, tanning, etc.). You can return to your normal form as an attack action. This is an activated power.

Some heroes have alternate forms, their super powers only manifesting in that alternate form. In this case, take the Alternate Form power, and give all powers that only work in that alternate form the restriction Circumstance Suppression. Not having access to the power is a very rare circumstance, so this is worth a 1 HrP cost reduction.

Special Note: The *alter self* spell does not affect your ability scores.

Table 8-2: Alternate Form

Rank	Effect	Multi
1	**Additional Form**: Choose one other form you can assume.	Yes
4	**Large Form**: You can assume a form of up to Large size. If you acquire this enhancement when you first gain this power, your chosen form can be large. Otherwise, you gain no benefit until you acquire another form.	No
Var	***Look-alike Form**: If your alternate form looks almost exactly like your normal form, with only minor changes, then this power is free. You only have to pay HrPs if there is some substantial benefit from the power. For example, if your alternate form looked just like you except that your hair turns blonde and your muscles all look tensed, this power would be free.*	*(R)*

Animate Object

Base rank: 5.

Effect: As an attack action, you can animate an object or objects at up to Close range (25 ft. + 5 ft./2 levels). The object(s) then attack whoever you designate. Once they defeat their targets, they take no further offensive action unless you command them, which you can do as a move action. The maximum amount of objects you can have animated at any time are equal to the size of a single Small creature (about 5 cu. ft.). Alternately, you may animate twice as many Tiny objects or four times as many Diminutive objects, etc. These objects remain animated for one minute, then return to their inert state until you animate them again. As an attack action, you can de-animate any number of your current animated objects.

Animated objects can be of any substance, even raw materials such as water, or stone that detaches itself from a wall or the ground. However, you cannot animate objects worn or carried by someone. The stats and abilities of the animated objects depend on their size, as detailed in the entry for Animated Objects in the MM.

This is an activated power, but remember that you have a limit to what the total volume worth of objects you can animate at one time.

Table 8-3: Animate Object

Rank	Effect	Multi
1	**Medium Range**: Increase range from Close to Medium (100 ft. + 10 ft./level).	No
1	**Long Range:** Increase range from Medium to Long (400 ft. + 40 ft./level).	No
3	**Medium-size Animation**: Increase the maximum volume you can animate to that of a Medium-size creature. As usual, you can animate twice as many objects one size category smaller, four times as many objects two size categories smaller, and so on.	No

Table 8-3 (2): Animate Object

Rank	Effect	Multi
5	**Larger Animation**: Increase the maximum volume you can animate to that of a creature one size category larger. As usual, you can animate twice as many objects one size category smaller, four times as many objects two size categories smaller, and so on. With this enhancement, the largest size you can acquire is Colossal (i.e., you take this enhancement four times, to Large, then Huge, then Gargantuan, then Colossal).	Yes
5 (2)	**Obedient Animation**: Your animated objects obey your verbal commands to take any action you order, not just attacking targets. The animated objects attempt to follow your orders to the best of their abilities.	No
2	**Mental Command**: You can give commands to your animated objects telepathically, as long as they are within this power's range. This does not reduce the amount of time required to communicate.	No
-2	***Limited Animation**: Choose one broad type of object, such as plants, stone, or water. You are only able to animate those types of objects.*	*(R)*
-3	***Restricted Animation**: Choose one relatively narrow type of object, such as wood, machinery, dead creatures, or cable-shaped objects. You are only able to animate those types of objects.*	*(R)*

Attack, Burst

Base rank: 3.

Effect: Choose one type of energy-acid, cold, electricity, fire, force, or sonic. As an attack action, you release a burst attack of the chosen type of energy, dealing 1d6 points of damage to all creatures and objects within 5 feet of you. Those caught in the burst may make a Reflex save for half damage. You take no damage from this burst.

This is an activated power.

Table 8-4: Attack, Burst

Rank	Effect	Multi
2	**Widen Burst**: Increase the range of the burst by 5 ft.	Yes
2	**Increased Damage**: Your attack deals an additional 1d6 damage. You may choose any single energy type each time you take this enhancement, so a single burst attack can deal two or more types of energy.	Yes
2	**Diverse Energy**: Whenever you use this power, you can choose any type or combination of types of energy damage, though each die of damage can be only one type of energy.	No
4	**Aura of Damage**: This power is persistent; any creature or object that comes within range of the burst takes the listed amount of damage each round. Affected creatures and objects may make a Reflex save each round for half damage.	No
2 (1)	Adjustable: If you have also gained any of the above enhancements, you can choose to make your energy attack with less power. For example, if you normally have the ability to create a 20-ft. burst of energy for 5d6 damage, you could choose to fire a 5-ft. burst of energy for 3d6 damage, if you wanted.	No
-1	***Brief Delay**: You must charge your burst attack for a moment before firing. You must take a full-round action to charge the energy you need, and then you can fire it as an attack action the next round. This cannot be applied to a persistent version of this power.*	*(R)*
-3	***Great Delay**: You must charge your burst attack for a long while before firing. Your burst attack deals 1d6 points of damage for each full round you charge it, though no higher than your maximum damage. You must fire the attack the round immediately after you finish charging, or the gathered energy is wasted. For example, if your normal maximum damage is 11d6, you would have to charge for 11 full rounds to be able to unleash an attack at your full power. This cannot be applied to a persistent version of this power.*	*(R)*

Attack, Energy

Base rank: 1.

Effect: Choose one type of energy attack-acid, cold, electricity, fire, force, or sonic. As an attack action, you can emit a ray of energy, dealing 1d6 points of damage, striking one target with a ranged touch attack, with a range of 10 feet. This is an activated power.

Possible attack forms include-flamethrowers, liquid nitrogen guns, banshee-like shrieks, toxic chemical sprays, radiation emitters, and lightning bolts.

Special Notes: The most common types of Energy Attacks are weak, lesser, moderate, and greater.

Table 8-5: Attack, Energy

Rank	Effect	Multi
2	**Close Range**: Increase the range to Close (25 ft. + 5 ft./2 levels).	No
1	**Medium Range**: Increase range from Close to Medium (100 ft. + 10 ft./level).	No
1	**Long Range**: Increase range from Medium to Long (400 ft. + 40 ft./level).	No
1	**Line**: You fire a 5-ft. wide line, instead of a ray. Target is allowed a Reflex save for half damage.	No
2	**Cone**: You fire a cone out to range. Target is allowed a Reflex save for half damage. You can only gain this ability if you have already taken Line.	No
2	**Increased Damage**: Your attack deals an additional 1d6 damage. You may choose any single energy type each time you take this enhancement, so a single burst attack can deal two or more types of energy.	Yes
2	**Diverse Energy**: Whenever you use this power, you can choose any type or combination of types of energy damage, though each die of damage can be only one type of energy.	No
2 (1)	**Adjustable**: If you have also gained any of the above enhancements, you can choose to make your energy attack with less power. For example, if you normally have the ability to fire a cone of energy for 5d6 at Medium range, you could choose to fire a line of energy for 3d6 at Close range, if you wanted.	No

Weak Energy Attacks cost 3 ranks, dealing 2d6 damage to a range of 10 ft., in a ray.

Lesser Energy Attacks cost 7 ranks, and deal 3d6 damage to Close range, in a ray.

Moderate Energy Attacks cost 13 ranks, and fire a line that deals 4d6 damage to Medium range. They are adjustable (see above).

Greater Energy Attacks cost 22 ranks, and fire a cone of energy, dealing 7d6 damage to Long range. They are adjustable (see above).

Table 8-5 (2): Attack, Energy

Rank	Effect	Multi
-1	***Brief Delay**: You must charge your energy attack for a moment before firing. As a free action, you can start to charge the weapon, and then on your next turn you can use the attack. Thus, the fastest you can use your attack is once every other turn. You can charge the attack as far in advance as you want, but can only have enough of a charge for one attack at a time.*	*(R)*
-3	***Great Delay**: You must charge your energy attack for a long while before firing. The charging functions as above, but when you fire you deal a maximum of 1d6 points of damage for each round you have been charging, though no higher than your maximum damage. When you fire, you discharge all gathered energy, so you cannot save energy for later shots.*	*(R)*

Attack, Miscellaneous

Base rank: 2.

Effect: This super power covers all forms of super-powered ranged attacks that are not reliant on projectiles or one of the energy types. It is the most flexible, but most complicated of the attack super powers, so if possible, it is usually easier to use ballistic or energy attacks instead.

First, decide what causes the damage. There are no exact rules for how to resist all the myriad types of attacks possible, but common sense might state that certain types of attacks would be ineffective in certain circumstances. However, unless you specifically choose otherwise, neither energy resistance nor damage reduction can reduce this damage. Similarly, unless you choose otherwise, your attack has only minimal sensory clues that it is being used, so it is usually difficult to determine who is responsible for the attack.

As an attack action, you can make your chosen attack, dealing 1d6 points of damage to any target within 10 feet. When you acquire this power, choose one type of saving throw-Fortitude, Reflex, or Will. The target may make a saving throw of that type to reduce the damage by half.

Possible attack forms include-magnetically surging the iron in targets' blood, telepathic attacks, dimensional disruptions, negative energy blasts, intense localized gravity, conjuring antimatter, telekinesis, accelerated entropic decay, sucking water out of targets' bodies, spasming targets' muscles to the point of injuring them internally, teleporting body parts away, bending time so a part of their eventual death injures them, generating forcefields inside targets to cleave them apart, or causing target's bones to grow out and pierce their skin.

Table 8-6: Attack, Miscellaneous

Rank	Effect	Multi
2	**Close Range**: Increase the range to Close (25 ft. + 5 ft./2 levels).	No
1	**Medium Range**: Increase range from Close to Medium (100 ft. + 10 ft./level).	No
1	**Long Range**: Increase range from Medium to Long (400 ft. + 40 ft./level).	No
2	**Increased Damage**: Choose an energy type. Your attack deals an additional 1d6 damage of the chosen type. Though energy resistance does not reduce the main damage from the attack, it will reduce this energy damage.	Yes
1	**Area of Effect**: The attack has a 5-ft. radius area of effect.	No
1	**Increased Area**: Increase the attack's area of effect radius by an additional 5 ft. You can only choose this enhancement if you have already taken the Area of Effect enhancement.	
2 (1)	Adjustable: If you have also gained any of the above enhancements, you can choose to make your attack with less power. For example, if you normally have the ability to deal 5d6 at Long range with a 20-ft. radius, you could choose instead to deal 3d6 at Medium range with no area of effect, only a single target.	No

Special Notes: You can take this power multiple times, each time representing a different attack form, or you can simply take the Adjustable enhancement to let one power represent several different attacks.

Table 8-6 (2): Attack, Miscellaneous

Rank	Effect	Multi
-1	*Mental Only: Your attack cannot affect creatures immune to mental attacks, perhaps because your attack relies on telepathy.*	*(R)*
-1	*Animate Only: Your attack cannot affect inanimate objects, perhaps because it uses negative life energy.*	*(R)*
-1	***Obvious**: Your attack has an obvious sensory effect that lets people easily identify that you are the attack's source.*	*(R)*

Attack, Projectile

Base rank: 1.

Effect: As an attack action, you can fire some sort of projectile attack, typically ballistic or explosive, though any form of physical projectile works. This is a projectile ranged attack, with a range increment of 30 feet. You are considered proficient in this attack form. If the attack hits, it deals 1d6 points of damage. This is an activated power. Note that you do not need ammunition for these attacks; you have effectively infinite ammo.

Possible attack forms include-machine guns, magnetic rail guns, ion cannons, missile launchers, grenade launchers, gatling guns, shotguns, a powerful fire-hose, shards of ice, balls of ants that scatter and bite upon impact, horse-shoes, hand grenades, small thermonuclear devices, lasers, a bag full of wooden stakes, shards of glass, swarms of telekinetically conjured wasps, or hurled feral badgers.

Damage reduction reduces the damage from Projectile Attacks.

Table 8-7: Attack, Projectile

Rank	Effect	Multi
1	**Improved Range**: Increase the range increment by 20 ft.	Yes
2	Blast Radius: The attack has a blast radius. It deals full damage to everything in a 5-ft. radius wherever it hits. Anything within 5 feet of the blast radius takes half damage from splash. You do not have to beat the target's armor class, but instead resolve the attack as with a grenade-like weapon.	No
1	**Increased Area**: Increase the attack's blast radius by 5 feet.	Yes
2	**Increased Damage**: Your attack deals an additional 1d6 damage.	Yes
2	**Energy Damage**: Choose an energy type. Your attack deals an additional 1d6 damage of the chosen type. Damage reduction does not prevent this damage, but energy resistance does.	Yes
2 (1)	Adjustable: If you have also gained any of the above enhancements, you can choose to make your attack with less power. For example, if you normally deal 10d6 damage in a 30-ft. radius blast, you could choose to reduce the radius or damage.	No

Special Notes: The most common types of Projectile Attacks are machine guns, grenade launchers, missile launchers, and small thermonuclear devices.

Machine guns cost 7 ranks, have a range increment of 150 feet, and simply deal 1d6 damage to a single target. Extra ranks only increase damage.

Grenade launchers cost 4 ranks, have a range increment of 30 feet, and deal 1d6 damage in a 10-ft. radius. Extra ranks only increase damage.

Missile launchers cost 11 ranks, have a range increment of 150 feet, and deal 1d6 damage in a 10-ft. radius. Extra ranks can be used to increase damage or range.

Small thermonuclear devices cost 20 ranks, have a range increment of 150 feet, and deal 1d6 damage to everything in a 50-foot radius. They also deal 1d6 points of force damage, representing radiation, to everything in the radius. Extra ranks can be used to increase damage, range, or blast radius.

Clairsentience

Base rank: 8 (2).

Effect: You can see and sense things as if you were some place else, without physically having to move. By concentrating on any location you are familiar with (which must be on the same plane as you), you can move around, see, hear, smell, and touch things as if you were there, but you can have no effect on the environment. You cannot move any-

thing, make any noise, or use any other powers in that location, since your actual phyiscal form has not moved. Clairsentience is an activated power.

Control Water

Base rank: 10 (9).

Effect: This functions exactly as the PHB spell of the same name, except that you can control the water of only one area at a time, and the duration is only 10 minutes. Choose a body of water with a volume of up to 10 ft./level x 10 ft./level x 2 ft./level. You may reduce one horizontal dimension by half and double the other horizontal dimension.

Within the affected area you may choose to raise or lower the water by up to 2 feet per level, to a minimum depth of 1 inch. This creates a depression or a hill of water. A depression in a large enough body of water becomes a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the effect. A hill causes vessels to slide toward lower areas of the water, and may cause water to overrun riverbanks and shorelines.

This ability can be used on water elementals and water-based creatures, slowing them so they can only take partial actions each round, and suffer a -2 penalty to melee attack rolls, melee damage rolls, AC, and Reflex saves.

Control Weather

Base rank: 8.

Effect: This functions exactly as the PHB spell of the same name, except that you can only control the weather in one area at a time, and the area and duration is lessened. The area you can affect is a circle with a radius of 20 ft./level, centered on you, with a duration of 10 minutes. In this area, as an attack action you can declare a type of weather condition you want to create, which must be appropriate for the climate and season. This weather pattern manifests the round after you declare the change, and remains for the duration unless you decide on a new weather type. You cannot control the weather precisely, so the wind blows and the lightning strikes in a natural order.

This is an activated power.

Greater Weather Control (Enhancement): You can control weather in up to a two-mile radius circle, but it takes 10 minutes for the new type of weather to slowly manifest in the area. Weather in such a large area tends to persist unless commanded otherwise, and lasts for 4d12 hours, after which natural weather conditions prevail. Whenever you use this power, you can choose whether to use the local or wide-range version. *Enhancement Ranks: 4 (1), no multiples.*

Control Winds

Base rank: 8.

Effect: This functions exactly as the spell of the same name, except that you can only control the winds in one area at a time. The area you can affect is a 40 ft./level radius centered on you, with a duration of 10 minutes. In this area, as an attack action you can direct the wind to blow in any direction you want, or to create an updraft, downdraft, or a rotation. You can increase or decrease the local winds by one level of strength away from the normal prevailing winds. These categories are, from lowest to highest, Light (0-10 mph), Moderate (11-20 mph), Strong (21-30 mph), Severe (31-50 mph), Windstorm (51-74 mph), Hurricane (75-174 mph), and Tornado (175+ mph).

This is an activated power.

Improved Wind Control (Enhancement): You can raise or lower the wind speed by another level. *Enhancement Ranks: 2, multiples.*

Create Object

Base rank: 4 (2).

Effect: As an attack action, you can create an object out of some weak substance (usually weak force, but other substances are possible). The object can have a maximum dimension of 1 ft. x 1 ft. x 1 ft. (height, width, depth), though if an object can be collapsed or coiled to fit into this space (like a 50-ft. rope), you can still create it.

This object lasts as long as it remains in physical contact with you, then vanishes. It has a hardness of 0 and 1 hit point per inch of thickness. These objects look fake and obviously created.

To create anything complicated, you must succeed an appropriate Craft check. For a simple tool or object (club, rope, screwdriver), the DC is 0. For somewhat complicated, non-mechanical objects (sword, bow, canoe), the DC is 10. For complicated non-mechanical objects (plate armor, sailboat, tent), the DC is 15. You can only create mechanical (cars, guns, steam-powered locomotives) or electronic objects (computer, radio) if you take the appropriate enhancement, and even then, the DC to create such an object is the normal DC to craft such an object.

You cannot create chemical objects or living creatures (dynamite, acid, penicillin) with this power.

If you fail one of the above Craft checks, you can still create a passable facsimile that looks like the appropriate object at first glance, but is imprecise. Poorly-made swords will not cut, poorly-made plate armor will not bend with the wearer's movements, and if you fail your Craft check to make a car, you will end up with a nice solid block that won't move.

This is an activated power. Even if crafting the object would normally take hours or days, with this power the object is created in just one round.

Table 8-8: Create Object

Rank	Effect	Multi
2	**Medium Creation**: Increase the maximum dimensions to 5 ft. x 5 ft. x 5 ft.	No
3	**Large Creation**: Increase the maximum dimensions to 10 ft. to a side	No
4	**Huge Creation**: Increase the maximum dimensions to 25 ft. to a side.	No
5	**Gargantuan Creation**: Increase the maximum dimensions to 50 ft. to a side.	No
6	**Colossal Creation**: Increase the maximum dimensions to 100 ft. to a side.	No
6	**Whoppin'-Big Creation**: Maximum dimension increased by 100 ft. to a side.	Yes
1	**Enduring Creation**: Your created objects last for 1 minute per level after they leave your grasp, but you can only have one such unattended object at a time.	No
2	**More Creations**: Increase the number of unattended objects you can have at a time by 1.	Yes
1	**Virtual Item**: The object you create looks like a real object, not a construct of weak force.	No
1	**Minor Hardness**: Increase the hardness of the object to 5.	No
1	**Average Hardness**: Increase the hardness from 5 to 10.	No
1	**Greater Hardness**: Increase the hardness from 10 to 20.	No
2	**Pure Force**: Increase the hardness from 20 to infinite. The object is made of pure force, is weightless, and cannot be damaged except through disintegration.	No
3	**Mechanical Creation**: Creations can have moving parts, like a car or gun.	No
3	**Electronic Creation**: Creation can have electronic functions, like a radio.	No

Danger Sense

Base rank: 11 (6).

Effect: You are never surprised, and always know of impending danger an instant before it strikes. You are never flat-footed, though you can still be denied your Dexterity bonus under certain circumstances, such as flanking.

Elemental Resistance

Base rank: 2 (1).

Effect: You gain energy resistance 1 against energy attacks (acid, cold, electricity, fire, force, and sonic). This stacks with permanent energy resistance you might have from racial, class, or magical

Table 8-9: Elemental Resistance

Rank	Effect	Multi
1	**Increased Resistance**: Increase your energy resistance by an additional 1.	Yes
1	**Greater Resistance**: Increase your energy resistance by an additional 5. You can only choose this enhancement if you already have at least Energy Resistance 10.	Yes
4	**Energy Immunity**: You are immune to energy-based damage from one energy type. You can only choose this enhancement if you already have at least Energy Resistance 50 against the chosen energy. You must select this enhancement multiple times if you want to be immune to multiple energy types.	Yes
-1	***Limited Resistance**: Your resistance does not apply to one type of energy. Note that you can take this restriction up to 5 times, meaning you would only have energy resistance for one type of energy.*	*(R)*

abilities, but not from non-permanent energy resistance from spells or magic items. Note that this is 1 point of resistance total each round, so if you are dealt 2 points of fire damage and 2 points of sonic damage, you'll take a total of 3 damage, since this power would only stop 1 point.

Special Notes: Note that Force Resistance only protects you from damaging force effects such as magic missiles. It does not allow you to pass through forcefields or similar constructs of force.

Energy Absorption

Prerequisite: Energy Resistance 20+ of at least one energy type.

Base rank: 8.

Effect: Choose one type of elemental damage against which you have at least Energy Resistance 20. Whenever your Energy Resistance would reduce damage from this element, you gain 1 temporary hit point for every 5 points of damage resisted. These temporary hit points last for 10 minutes. At any given time, you cannot have more than 10 temporary hit points from this ability.

For ease of book-keeping, keep track of this power only one round at a time. If you resist 1 point of energy damage each round for 5 rounds, you would gain no temporary hit points.

Table 8-10: Energy Absorption

Rank	Effect	Multi
1	**Additional Absorption**: Choose another element, for which you also have at least Energy Resistance 20. You can also absorb energy from that element, though the temporary hit point limit applies to all absorption as a whole.	Yes
2	**Faster Absorption**: You gain one more temporary hit point for every 5 points of elemental damage you resist. For example, if you take this enhancement twice, you would gain 3 temporary hit points for every 5 points of elemental damage. You cannot take this enhancement more than 4 times. Thus, at best you can gain 1 temporary hit point per 1 point of damage resisted.	Yes
1	**Higher Limit**: Increase the limit of how many temporary hit points you can gain from this power by 1.	Yes

Energy Drain

Base rank: 10 (8).

Effect: With a successful unarmed attack, you inflict one negative energy level in addition to normal damage. These negative levels last only six hours, not long enough for them to become permanent. Against undead creatures, you instead grant it 5 temporary hit points. This is an activated power. Note that you must activate the power to inflict the negative level, so you can only make one attack in this manner per round, even if you normally have multiple attacks.

Table 8-11: Energy Drain

Rank	Effect	Multi
4 (1)	**Persistent Drain**: This effect becomes persistent, so you inflict one negative level for every touch attack you make, without having to activate this power.	No
5 (3)	**Negative Level Enhancement**: These negative levels function as normal negative levels, lasting 24 hours, and thus have the ability to actually drain levels. The Fortitude save DC to resist this level drain is 10 + half your ranks in this power.	No
2	**Increased Damage**: Increase the number of negative levels you inflict by 1.	Yes
2 (1)	**Adjustable**: You can choose to inflict fewer than your maximum possible negative levels. For example, if you could inflict 4 negative levels, but you don't want to kill your foe, you could limit yourself so you drain no more than 1 negative level.	No
3	**Close Range**: Instead of requiring a touch attack, you instead bestow a negative level to a target up to a range to Close (25 ft. + 5 ft./ 2 levels). This requires a successful ranged touch attack	No
1	**Medium Range**: Increase the range from Close to Medium (100 ft. + 10 ft./level).	No
1	**Long Range**: Increase the range from Medium to Long (400 ft. + 40 ft./level).	No

Special Notes: When you first gain this power, you can choose to have your energy drains be non-lethal. If you grant a number of negative levels to reduce a creature to zero levels or hit dice, instead of dying, that creature simply

goes into a coma until the negative levels wear off. If the negative levels result in actual level loss that brings the creature to zero levels or hit dice, the creature enters a coma indefinitely, until it receives a *heal*, *greater restoration*, or the equivalent.If you kill a living creature with this power, it rises as a ghoul in 1d4 days, though you have no control over it. If you are undead, however, the slain creature rises instead as the same type of undead as you.

Enhanced Vision

Base rank: 1 (0).
Effect: You gain low-light vision.

Table 8-12: Enhanced Vision

Rank	Effect	Multi
1	**Darkvision**: You gain darkvision 60.	No
2	**Blindsight**: You gain blindsight 60. You can only pick this enhancement if you already have at least darkvision 60.	No
1	**Extended Vision**: Extend the range of your darkvision or blindsight by 20 ft.	Yes

Special Note: Even if you already have low-light vision from your race, you must still have to pay the base rank in order to take the darkvision enhancement. The same goes if you already have darkvision and want blindsight; you have to pay the base rank and the darkvision enhancement first.

Entangle

Base rank: 8.
Effect: As an attack action, you can create or control objects to entangle a target, filling a 5-foot square at a range of Close (25 ft. + 5 ft./2 levels). A target who is in the struck area can make a Reflex save to avoid being entangled. Creatures who are not entirely in entangle-filled squares are unaffected by the effect.
An entangled character suffers a -2 penalty to attack rolls, a -4 effective penalty to Dexterity, and can't move. An entangled character who attempts to cast a spell must make a Concentration check (DC 15) or lose the spell. As a full-round action, a Strength check (DC 20) or an Escape Artist check (DC 25) lets a character move through 5 feet of the web, plus another 5 feet for every 5 points he succeeds his check by. The entanglement provides one-quarter cover for every 5 feet of thickness between attacker and target.
This is an activated power. The entanglement created lasts for 1 minute per level before dissolving or dissipating.
Special Notes: The most common types of material used for entanglement are webbing and plant matter, but pipes, wires, or even solidified air also work.

Table 8-13: Entangle

Rank	Effect	Multi
2	**Radius: Increase the area to a 5-ft. radius.**	No
3	**Increased Area**: Increase the radius by an additional 5 feet.	Yes
-3	***Plant-based***: *You can only use this effect when there is at least modest plant life in the area you wish to create the entanglement. You do not create your own entangling matter.*	*(R)*

Evasion

Base rank: 6 (5).
Effect: If you make a successful Reflex save against an attack that normally deals half damage on a successful save, you instead take no damage.

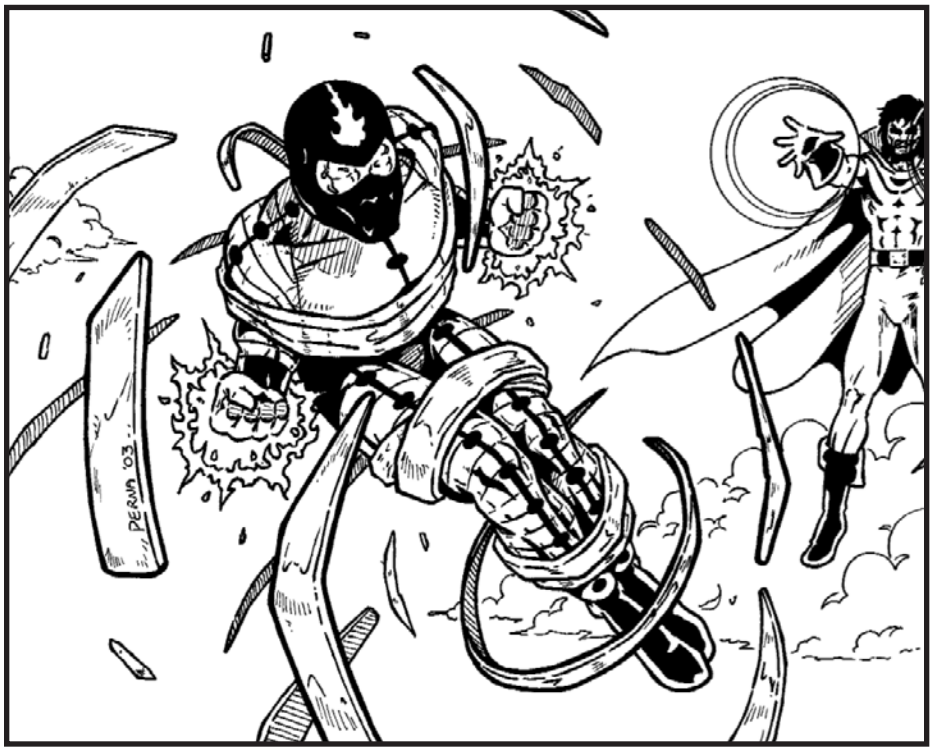
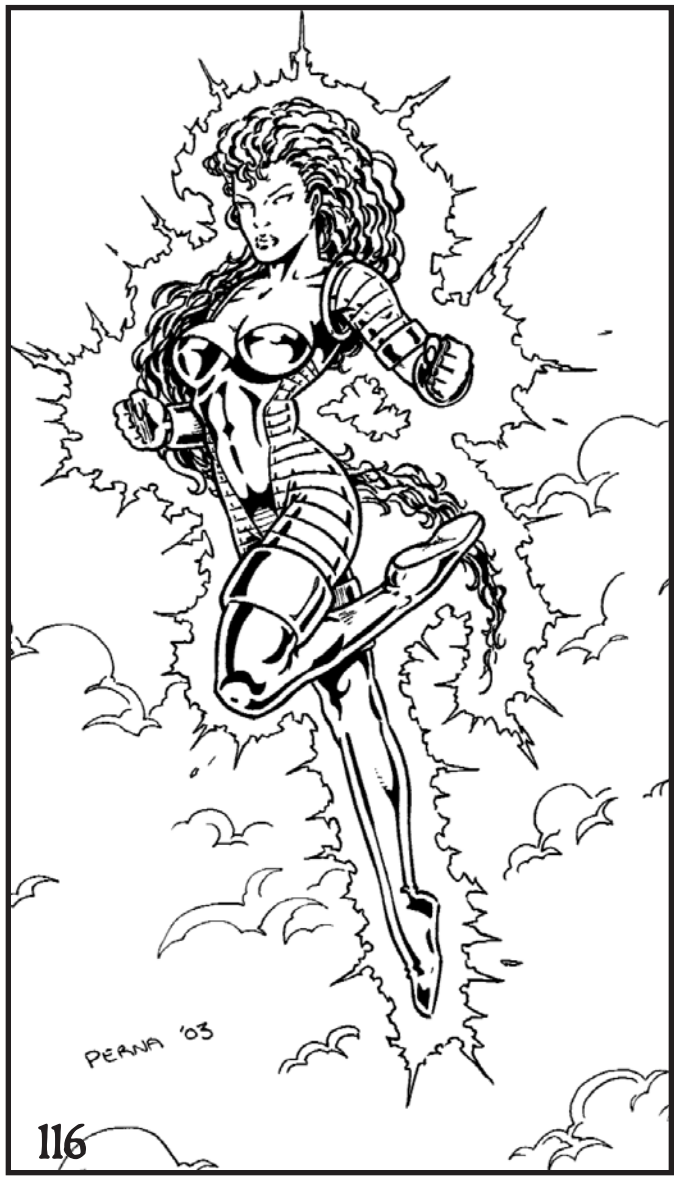


Table 8-14: Evasion

Rank	Effect	Multi
4 (2)	**Improved Evasion**: This power becomes Improved Evasion. This functions as evasion, except that additionally you now take half damage even on a failed Reflex save.	No
-2	***Armor-restricted****: You can only use this ability in light armor or no armor.*	*(R)*



Fast Recovery

Base rank: 2 (0).

Effect: You heal twice as fast as normal. Thus, under normal resting conditions you heal 2 hit point per level per day, and 2 points of subdual damage per level per hour. This does not increase the rate of healing from magic or regeneration, only natural healing from resting.

Table 8-15: Fast Recovery

Rank	Effect	Multi
7 (5)	Fast Healing: You gain fast healing 1. You heal 1 point of damage per round.	No
2 (1)	Increased Healing: Increase the amount of fast healing by 2 more.	Yes

Table 8-16: Flight

Rank	Effect	Multi
2	**Improved Manueverability**: Improve your manueverability by one step, from poor to average to good to perfect.	Yes
-3	***Large Space****: You have wings that are very large. At least two adjacent 5-feet squares must be free in order for you to have enough room to flap your wings and fly.*	*(R)*
-3	***Anchor-dependent****: You 'web-swing,' traveling by swinging along lines of material you shoot to attach to overhead objects. This limits 'flight' in the following ways. You can only swing/fly as long as there is some solid object no more than 90 feet away to the side or above, and cannot hover or move upward unless there is a solid object above you.*	*(R)*

Flight

Base rank: 8.

Effect: You can fly at your base speed, with a manueverability of poor. Note that this ability also functions for almost any powers that allows free movement in all three dimensions, such as webswinging. You cannot 'run' while flying. If you want to have wings, this is only a cosmetic effect, and does not normally affect the cost of the power.

Gain Feat

Base rank: 2.

Effect: Pick one feat, whose prerequisites you must meet. You gain that feat.

Special Notes: For every 2 additioal HrP you spend, you gain an additional feat. This counts as one power, so restrictions and the level-based HrP limit apply for the entire set.

Ghost Touch

Base rank: 4 (2).

Effect: Your unarmed attacks can affect incorporeal creatures as if they were tangible.

Armed Ghost Touch (Enhancement): Your armed attacks can also affect incorporeal creatures as if they were tangible. *Enhancement Ranks: 1, no multiples.*

Special Notes: If you have the Phase power and this power, you can affect both corporeal and incorporeal creatures normally regardless of whether you yourself are tangible or intangible.

Haste

Base rank: 8 (6).

Effect: You can take one extra move action each round. This does not stack with other haste effects.

Special Notes: A character built for haste could take Haste (8 ranks), Active Haste (4 ranks), Extra Haste (4 ranks), and Extra Active Haste (4 ranks), for a total of 20 ranks. He could take his normal allotment of one move and one attack action each round (or one full-round action), plus two extra move actions. He could replace up to 2 move actions each round with attack actions. Thus, in one round he could make a full attack and take two move actions, or a full attack and two extra attack actions, or take four move actions, and so on.

Table 8-17: Haste

Rank	Effect	Multi
4 (2)	**Active Haste**: In place of one move action each round, you can instead take an extra attack action.	No
4 (2)	**Extra Haste**: You can take another extra move action each round.	Yes
4 (3)	**Extra Active Haste**: You can replace an additional one move action each round with an attack action.	Yes

Heal Wound

Base rank: 8 (4).

Effect: As an attack action, you can convert 1 point of damage into subdual damage, with a touch. If the target is unwilling, you can touch them with a successful touch attack. This is an activated power.

Table 8-18: Heal Wound

Rank	Effect	Multi
0	**Positive Energy Healing**: If you use this power on an undead creature, you instead deal an equal amount of damage as you would have healed. You can only choose this enhancement when you first acquire this super power.	No
4 (1)	**True Healing**: Instead of converting damage into subdual damage, you actually heal the wound.	No
1	**Increased Effect**: You heal an additional 1 point of damage with a touch.	Yes
2	**Ranged Healing**: Change the range from touch to Close (25 ft. + 5 ft./2 levels).	No
1	**Medium Range**: Increase range from Close to Medium (100 ft. + 10 ft./level).	No
1	**Long Range**: Increase range from Medium to Long (400 ft. + 40 ft./level).	No
4	**Burst Healing**: You can only choose this enhancement if you have also taken the Ranged Healing enhancement. You can heal all creatures in a 10-ft. radius burst.	No
-6	***Can Only Heal Self****: You can only use this power to heal yourself.*	*(R)*

Special Notes: The game master is advised to consider the worldly implications of a power such as this. Though it is balanced for use in an adventuring or heroic group, if used to heal any random person the character comes across, it could significantly change the entire world.

Heightened Attack Bonus

Base rank: 3.

Effect: You gain a +1 increase to your base attack bonus.

Table 8-19: Heightened Attack Bonus

Rank	Effect	Multi
3	**Increased Attack Bonus**: Increase the bonus to your base attack bonus by another +1.	Yes
-1	*Melee-Missile: The bonus applies only to either melee or ranged attacks, not both.*	*(R)*
-2	*Single-Weapon: The bonus applies only to one type of weapon (longsword, unarmed, handgun).*	*(R)*

Heightened Defenses

Base rank: 2.

Effect: Choose one type of AC bonus from the following list: deflection, haste, insight, luck, and natural armor. You gain a +1 bonus to your AC of that type.

Special Notes: You can take this power multiple times, each time gaining an armor bonus from a different source.

Increased Effect (Enhancement): You gain another +1 bonus to the chosen type of AC. *Enhancement Ranks: 2, multiples.*

Heightened Mental Ability

Base rank: 3.

Effect: Choose one mental ability score (Intelligence, Wisdom, or Charisma). You gain a +2 bonus to that ability score.

Special Notes: You can take this power multiple times, each time gaining the

bonus for a different ability score.

Increased Effect (Enhancement): You gain another +2 to the chosen ability score. *Enhancement Ranks: 3, multiples.*

Heightened Physical Ability

Base rank: 3.

Effect: Choose one physical ability score (Strength, Dexterity, or Constitution). You gain a +2 bonus to that ability score.

Special Notes: You can take this power multiple times, each time gaining the bonus for a different ability score.

Table 8-20: Heightened Physical Ability

Rank	Effect	Multi
3	**Increased Effect**: You gain another +2 to the chosen ability score.	Yes
-4	***Space Restricted****: This restriction can only be applied to Heightened Dexterity. You need a lot of open space to utilize your great Dexterity. This power is suppressed unless there are at least six adjacent 5-foot squares that are unoccupied.*	*(R)*

Heightened Saves

Base rank: 1.

Effect: Choose one type of saving throw (Fortitude, Reflex, or Will). You gain a +1 bonus to the chosen saving throw.

Special Notes: You can take this power multiple times, each time gaining the bonus for a different saving throw.

Table 8-21: Heightened Saves

Rank	Effect	Multi
1	**Increased Effect**: You gain another +1 bonus to the chosen saving throw.	Yes
-4	***Space Restricted****: This restriction can only be applied to Heightened Reflexes. You need a lot of open space to utilize your great reflexes. This power is suppressed unless there are at least six adjacent 5-foot squares that are unoccupied.*	*(R)*

Immunity

Base rank: Varies.

Table 8-22: Immunity

Attack Form Immunity	Base Rank
Aging	0 (0)
Critical Hits. You are immune to critical hits and attacks that cannot harm creatures immune to critical hits, such as sneak attacks.	8 (2)
Disease (non-magical).	1 (0)
Energy Drain. You are immune to all effects that grant negative levels.	8 (2)
Mind-influencing Effects. You are immune to all forms of mental attacks and efforts to detect, influence, or read your emotions or thoughts.	15 (3)
Poison.	4 (1)
Stunning.	2 (1)
Subdual Damage.	2 (1)
Undead/Construct Package (critical hits, disease, poison, stunning, subdual damage). This does not include mind-influencing effects.	17 (5)*

Effect: Choose one of the following types of injuries or attacks. You are immune to the chosen type of injury or attack. The base rank cost of the particular immunity depends on which one you choose.

Special Notes: You can take this power multiple times, each time gaining a different immunity. You might also want to take the No Biology super power if your character is not alive in the normal sense.

*In the undead/construct package, please note that since this is a combination of several powers, you do not have to be 24th level to have the base rank. Since the most expensive power of the set has a base rank of 8, you can take this package at 5th level.

Impact Resistance

Base rank: 2 (1).

Effect: You are resistant to damage from impacts, such as falls, objects being dropped on you, and high-speed collisions. This resistance does not reduce the damage from any standard attack form. Negate the first two dice of damage to yourself from any impact. Thus, you could fall 20 feet (normally 2d6 damage) with no fear of damage.

Doubled Resistance: Double the number of dice of impact resistance you have. *Enhancement Ranks: 2 (1), multiples.*

Special Notes: Note that with this super power, assuming your natural speed is 30 ft., you will be able to ignore all damage from high-speed impacts whenever you try to ram with Super Speed, as long as you have a number of ranks of Impact

Resistance equal to 10 less than your ranks in Super Speed. Thus, if you have 20 ranks of Super Speed, you will need at least 10 ranks of Impact Resistance to negate all the damage you would normally cause yourself with a high-speed impact at full speed. Ten ranks of Impact Resistance would negate 32d6 damage, whereas a full charge with 20 ranks of Super Speed would inflict 26d6 damage.

Improved Weaponry

Base rank: 3 (2).

Effect: Choose one type of weapon you possess. You deal an extra +2 damage with attacks using that weapon.

Increased Effect: The chosen attack deals an additional +2 damage. Enhancement Ranks: 2, multiples.

Increased Reach

Base rank: 2 (1).

Effect: Your natural reach is increased by 5 feet.

Table 8-23: Increased Reach

Rank	Effect	Multi
2	**Greater Reach**: Increase your reach by an additional 5 feet.	Yes
-1	***Unarmed Only****: You can only make unarmed attacks at reach, and not armed attacks (such as if you have a long tail that can't hold a weapon).*	*(R)*

Inexhaustible Endurance

Base rank: 4 (1).

Effect: You always succeed Constitution checks related to efforts of endurance, allowing you to run, climb, or swim without weariness. You can never become fatigued or exhausted.

Invisibility

Base rank: 12 (8).

Effect: As an attack action you can turn invisible. You and everything you carry becomes invisible to normal view, and any object you pick up and tuck into a pocket or under a jacket likewise becomes invisible. Anything you carry that becomes detached from your person becomes visible (such as blood-drops), as does any piece of an object that extends more than 10 feet from you (such as a trailing rope). You still leave footprints, have a scent, make noise, etc., but without some form of magical or super-powered ability, people cannot see you. You can end your invisibility as a free action. This is an activated power.

Table 8-24: Invisibility

Rank	Effect	Multi
-2	***Persistent Invisibility****: You cannot turn off the invisibility. In this case, Invisibility is a persistent power.*	*(R)*
-1	***Weaker Invisibility:*** *If you attack, you become visible. You can turn invisible again later, of course.*	*(R)*

Invulnerability

Base rank: 2 (1).

Effect: You gain damage reduction 1/(common item). When you pick this ability, choose some type of material that can overcome your damage reduction. This item must be common (see Item Rarities, page 138).

Special Notes: A magic weapon of higher ranking than the item you are vulnerable to can still hurt you. For instance, a +3 weapon can hurt a Hero with DR 5/gold, since gold is of equivalent rarity to a +2 item (rare). A +5 weapon can hurt a Hero with DR 10/'wooden weapons carved by a deity's avatar,' since wooden weapons carved by a deity's avatar are of equivalent to +4 weapons (extremely rare). Note that this does not work in reverse; gold items cannot harm creatures with DR 5/+1.

This power grants natural damage reduction, which allows your unarmed attacks to function as magical weapons of whatever type of material you're vulnerable to. Thus, the unarmed attacks of someone with DR 5/+1 would count as +1 weapons for the purposes of overcoming the damage reduction of others.

Table 8-25: Invulnerability

Rank	Effect	Multi
1	Increased Effect: Increase the amount of damage reduction by 2.	Yes
3 (1)	Greater Resistance: Change the item to which you are vulnerable to the next rarer category, progressing through uncommon, rare, very rare, and extremely rare. Note that these are equivalent to +1, +2, +3, and +4 magic weapons, respectively.	Yes
4 (2)	Superior Resistance: If you already have DR against at least +4 weapons, increase your damage reduction to the next higher enhancement bonus for magic weapons.	Yes

Keen Hearing

Base rank: 1.

Effect: You gain a +2 bonus to Listen checks.

Table 8-26: Keen Hearing

Rank	Effect	Multi
2	**Canny Hearing**: You can hear all the tones and frequencies a dog can hear.	No
1	**Increased Effect**: Increase the bonus by an additional +2.	Yes

Keen Sight

Base rank: 1.

Effect: You gain a +2 bonus to Spot checks.

Table 8-27: Keen Sight

Rank	Effect	Multi
2	**Microscopic Vision**: You can see objects down to microscopic level with detail as if looking through a traditional light microscope.	No
1	**Increased Effect**: Increase the bonus by an additional +2.	Yes

Life Drain

Base rank: 6.

Effect: By touching a living creature in a certain spot (usually the neck, mouth, chest, or inner thigh), you can suck the life from it. In order to successfully touch the right spot, you must pin the creature in a grapple, or it must be immobile. If the target does not know you intend it harm, it might even willingly allow you to touch the spot.

When you gain this power, you may choose to deal either ability damage or hit point damage. You must choose either a single ability score, or hit points. Each round you maintain the hold, you deal either 1 point of damage to the chosen ability score, or 1d6 hit point damage.

If you kill a living creature with this power, it rises as a ghoul in 1d4 days, though you have no control over it. If you are undead, however, the slain creature rises instead as the same type of undead as you.

Table 8-28: Life Drain

Rank	Effect	Multi
2	Diverse Damage: Choose another type of damage to deal (another ability, or hit point damage). Whenever you feed, you can choose to deal that type of damage instead of the normal type.	Yes
2	Improved Damage: Increase the amount of damage you deal by 1 ability point. If you can deal hit point damage, you can choose to instead deal an extra 1d6 damage. If you have both Diverse Damage and Improved Damage, you could choose to deal two different types of damage in the same round.	Yes
4	Vampirism: Whenever you drain life with this power, you gain 1d6 temporary hit points for each ability point of damage you inflict. If you deal hit point damage, you gain an equal amount of temporary hit points. These temporary hit points last for 1 hour.	No
2	Casual Drain: You must simply succeed a normal melee touch attack to deal damage, not pin the target.	No
2	Spawn Lord: If creatures you kill with this power return as undead, you can control some of them, up to 1 HD per level.	No

Mighty Lifting

Prerequisite: A total of 10+ ranks divided between Heightened Strength and Super Strength.

Base rank: 2.

Effect: For the purposes of determining how much you can lift and carry, you are considered to have a +5 bonus to Strength, which doubles your lifting capacity. For the purposes of carrying and using objects such as weapons, your effective size category is increased by one. For example, a human can normally wield weapons of medium-size in one hand. If a human had the base 2 ranks of this power, he could use large weapons in one hand.

Special Notes: You can have no more than 1 rank of Mighty Lifting for every 5 ranks of Heightened Strength or Super Strength that you have. For example, if you have 8 ranks of Heightened Strength and 12 ranks of Super Strength (for a total of 20), you could have up to 4 ranks of Mighty Lifting.

See Chapter Four: Super Feats and Heroic Tactics for more information on wielding excessively large weapons.

Increased Effect (Enhancement): You effective strength for lifting is increased by another +5 (i.e., your lifting capacity is again doubled). Also, your effective size is increased by another one category for the purposes of wielding objects. Your effective size category cannot become larger than colossal. *Enhancement Ranks: 1, multiples.*

Nigh Omnipotence

Base rank: 31.

Effect: With your willpower, you can do almost anything (or at least anything cool; most super-powered characters with this ability have a theme to go with it).

As an attack action, you can replicate the effect of any spell of 4th level or lower (or effects of comparable power), as long as that spell does not require a component that costs more than 100 gp (Purchase DC 10). For effects dependent on caster level, you are considered to have a caster level of 5. Thus, while you can fly, teleport short distances, and shoot minor damaging effects, you cannot bring the dead back to life, travel instantly across the world, or slay with a word.

This is an activated power. Also, note that if you use the optional Overloading Powers rules on page 57, this power requires just enough ranks to be available if a 10th level Hero devotes 78 of his 80 HrPs to it.

True Omnipotence: You can do anything. Stop playing now. You've won. *Enhancement Ranks: 100 billion quadrillion banana-fana-fofillion, no multiples.*

No Biology

Base rank: 0.

Effect: You have no Constitution score, such as if you are a mechanical construct or a zombie. You cannot suffer Constitution damage, but you also cannot gain bonus hit points for a high Constitution. You still heal hit point damage as normal, since normal hit points are just abstract. You never have to make massive damage saves.

If you use the optional hit point rules presented in Chapter One, you gain bonus 'Body Points' (BP) depending on your size, which represents your physical body's resilience. Once you reach 0 hit points, further damage is dealt to your BP. If you go below 0 BP, you cannot take any actions, and are effectively dead.

BP damage does not heal by itself. By spending one hour and making a Repair check (DC 15), a person can 'heal' 1 point of Body damage to you for each point the check succeeds by. Anyone can perform these repairs. If your current BP total is -1 or less, increase the DC of the check by +10. If you do not use the optional hit point rules presented in Chapter One, you cannot heal damage if your hit point total is -1 or less. You can benefit from Repair checks to heal damage while your hit points are -1 or less, as detailed above.

Either way, while your total of hit points and body points is -1 or less, you cannot take any actions, just as if you had passed out or died. Other than that, however, any damage you take can be healed. You do not die at -10 hit points/body points, as would a living character. Instead, if someone repairs the damage to you (or if you have a super power to heal the damage), you can effectively come back to life an unlimited number of times.

The amount of bonus BP you have does not change if your size changes.

Size	Bonus BP
Fine	0
Diminutive	1
Tiny	2
Small	4
Medium-size	8
Large	16
Huge	32
Gargantuan	64
Colossal	128

Special Notes: If you want to be immune to poison and other attack forms, you must also take the appropriate Immunity powers. If you don't want to have to eat, drink, or breath, you must take the appropriate self-subsistent powers.

Depending on the setting, undead or constructs might have Constitution scores. They do in the Dark Decade setting.

Paralyze

Base rank: 6.

Effect: With a successful touch attack, you can attempt to paralyze your target. The target must make a Fortitude save or become paralyzed for 1 round per level. This is an activated power, and thus can only be used once per round, even if you would normally have multiple attacks.

Table 8-29: Paralysis

Rank	Effect	Multi
2	**Extend Duration**: Increase the duration to 1 minute per level.	No
1	**Long Duration**: Increase the duration from 1 minute per level to 1 hour.	No
4 (1)	**Persistent Touch**: This effect becomes persistent, so you make one paralyzing attack for every touch attack you make, without having to activate this power.	No
2	**Close Range**: Increase the range to Close (25 ft. + 5 ft./2 levels).	No
1	**Medium Range**: Increase the range from Close to Medium (100 ft. + 10 ft./level).	No
1	**Long Range**: Increase the range from Medium to Long (400 ft. + 40 ft./level).	No
8	**Mass Paralysis**: You can paralyze up to 1 creature per level, all of which must be within 30 ft. of any other target. You can only choose this enhancement if you have already extended the range of this power to at least Medium.	No
-1	***Injection**: You can only inflict paralysis with a successful unarmed attack that deals damage. Of course, the range cannot be extended.*	*(R)*

Phase

Base rank: 9.

Effect: You may pass through solid objects as if they were intangible. Though this requires no concentration to perform, you must consciously choose to pass through the object. You can choose to phase through an object as a free action, as many times per round as you wish, but only on your turn. If, for example, you were caught by surprise and attacked, you could not phase through the attack to avoid being damaged. However, you can ready an action to phase out when attacked. This is an activated power, but it requires only a free action to activate.

Phasing lasts only as long as you are inside an object. As soon as any part of you comes out of the object you phase through, that part is as tangible as normal. Additionally, if you are phased into an object, you are sharing space with it, so any damage dealt to that object may also injure you. If you are within a foot of the surface of the object when it is damaged, you take half any damage it suffers, since you are considered part of the object. For example, if you are phasing through a thick wall when the wall is struck by a bullet, you would take no damage, since the bullet only damages the surface of the wall. If the same wall were struck by a missile, however, you would take half the missile's damage, because the destruction would reach deep enough into the wall to harm you.

While you are phasing, you travel at three-quarters normal speed, and can travel through solid objects at an angle of up to 45 degrees.

If you do ready an action to phase through an attack, you are effectively intangible for the purposes of that attack. You are immune to attacks from nonmagical weapons, though ghost touch weapons, energy damage, magical weapons and spells, and melee attacks from creatures with DR against +1 or better weapons. Additionally, you can only ready an action to phase to avoid one attack, so if your foe has multiple attacks, you can only avoid one.

Enhancements:

Ghostform: In addition to normal phasing, as an attack action you can assume a fully incorporeal form similar to that of a ghost while manifesting. Your body shifts onto the ethereal plane, or the equivalent, but you are still visible.

Creatures on the material plane ignore all your armor and natural armor bonuses, but you gain a deflection modifier equal to your Charisma modifier (always at least +1). You cannot make attacks against foes on the material plane except with ghost touch weapons. In this case, you effectively have no Strength score, but your Dexterity modifier applies to your melee attack rolls. Against foes on the ethereal plane, all your attacks and defenses work normally.

While incorporeal, you cannot run, but you can fly (perfect manueverability) at your normal speed. You can pass through solid objects as any incorporeal creature can. At any time you can switch between tangibility and intangibility as an attack action, but if you become tangible inside a solid object, you are shunted into the nearest open space, taking 1d6 points of damage per 10 feet you must travel.

Enhancement Ranks: 6, no multiples.

Disruptive Phase: You can choose to disrupt objects slightly as you pass through them. Living creatures that you pass through must make a Fortitude save or be stunned for 1 round. Mechanical or electronic devices that you pass through must make a Fortitude save or be somehow disrupted for 1 round, typically causing those devices to be nonfunctional for that round, or to function at reduced efficiency. Since you are only passing through in an intangible state and not becoming solid, you deal limited damage with this power. If you spend longer than one round in a single object or creature, the creature or object must make a Fortitude save each round or else continue to be stunned, but if the save is successful, you are forced out of it, taking 1d6 points of damage in the process.

Enhancement Ranks: 6, no multiples.

Damaging Phase: You can materialize inside solid objects, displacing what is in the way without injuring yourself. If you materialize inside a creature or object, you deal up to 8d6 points of damage to it, depending on how much of your body you intend to use to displace the target. Creatures receive a Reflex save to negate this damage by dodging out of the way. Because you must enter the target's square to materialize inside it, you automatically incur an attack of opportunity from the target. Materializing in this way is an attack action.

Enhancement Ranks: 4, no multiples.

Innate Damaging Phase: You can choose to slightly materialize in any object as you move along. At will, you can deal 1d6 points of damage to any creature or object you pass through while intangible, without requiring an attack action. This functions just as the above ability does, incurring an attack of opportunity and allowing a Reflex save to resist. You cannot gain this enhancement unless you have the Damaging Phase enhancement.

Enhancement Ranks: 6, no multiples.

Increased Damage: You can deal an +1d6 points of damage with your damaging phase, and an additional +1 point of damage for innate damaging phase, if you have either of those abilities.

Enhancement Ranks: 2, multiples.

Persistent Phase (Restriction): You cannot turn off the intangibility, and are unable to manipulate solid objects other than ghost-touch items. In this case, Phase is a persistent power. Your game master may make accomodations to let you have a few limited items of important emotional significance that you can carry, but you definitely cannot affect furniture and other fixtures.

HeroPoint Reduction: 4

Special Notes: If there are no types of magical weapons or spells that could damage an incorporeal creature, this ability is much more powerful. Unless there is some relatively common way to damage an incorporeal creature (common, at least, for mid- to high-level characters) this power should have a base rank of 12.

If you wish to be able to phase out quickly enough to avoid damage from an attack, take the Instant Phase super feat. See Chapter Three: Superfeats for more details.

Poison

Base rank: 6.

Table 8-30: Poison

Rank	Effect	Multi
2	**Contact Poison**: You can inflict poison damage with a plain touch, and do not have to deal damage to inject the poison. Thus you can choose to simply deal poison damage and not unarmed damage, and you can poison targets whose damage reduction stops your unarmed damage. Also, outside of combat, you can inflict poison damage by simply touching a target, without having to injure them.	No
4	**Poisonlace**: You can choose to have your armed attacks inflict poison, not just your unarmed attacks.	No
2	**Diverse Damage**: Choose another type of ability damage to deal. You can choose to deal that type of damage instead of the normal type. When you make the attack, decide what type of damage you want to inflict you're your primary and secondary poison damage.	Yes
2	**Increased Primary Damage**: You deal an additional +1 poison damage if the target fails its primary Fortitude save.	Yes
2	**Increased Secondary Damage**: You deal an additional +1 poison damage if the target fails its secondary Fortitude save.	Yes

Effect: If you successfully deal damage with an unarmed attack, you inject poison into the target. When you gain this power, choose one ability score which you wish to damage with your poison. Whenever you deal damage with an unarmed attack, the target must succeed a Fortitude save or take 1 point of the chosen ability damage. One minute later he must make a second Fortitude save to resist the same effect. The DC of this Fortitude save is equal to 10 + half your total ranks of this power.

You can choose not to deal poison damage if you would prefer not to.

Power Vampirism

Prerequisite: Energy Drain 12+ ranks.

Base rank: 3.

Effect: Whenever you inflict damage or a negative level with your Energy Drain power, you gain some of the abilities of the target you drained. Depending on what powers and abilities the target has, what abilities you gain vary. For each 1d6 points of damage or each negative level you inflict, you can choose one of the following options, though you can choose a given option no more times than the number of levels or hit dice the target has for each criteria. Often, the draining character will acquire small aspects of the drained target's mannerisms or appearance for at least a few minutes.

- If the target has Hero levels, you can choose to gain 2 temporary Hero Points. These last for six hours, and can only be applied toward a non-gadget super power the target possesses. You cannot spend more Hero Points on a given power than the drained target itself possesses.
- If the target has levels of a spellcasting class, or natural spellcasting ability, you can choose to gain the ability to cast one of its highest-level spells once during the next 6 hours. This spell must be the same spell the target loses from the negative level.
- Regardless of what levels or hit dice the target has, you can choose to gain a temporary +1 bonus to attack rolls, or a temporary +1 bonus to all saving throws, or a temporary 4 skill points that can be used to gain ranks in any skill the target possessed. These bonuses last for 6 hours.
- You can choose to gain close knowledge of the target's personality, history, or behavior. This lets you gain all the memories the target has had in the past hour. Successive choices of this ability progress another hour into the past each time. The vividness of these memories fade after 6 hours, but if you yourself consciously consider various events from the memories, you can remember them after the memories themselves fade. Treat it as if you have a recording of the target's recent past, which fades after 6 hours. If you bother to watch the recording, you'll recall events normally, but if you don't bother to pay attention, you lose the opportunity after 6 hours.

Regardless of how many negative levels you inflict, you cannot have more of the above bonuses at any given time than one-third your total ranks in Power Vampirism. This is a persistent power that only functions when you use your energy drain ability.

You can choose to let a drained power fade away as a full-round action, if you wish to 'free up space' to acquire different powers.

Permanent Drain (Enhancement): You can only select this enhancement if your Energy Drain power inflicts negative levels that last 24 hours instead of the normal 6. The powers you drain through Power Vampirism grant you long-lasting bonuses.

The powers you gain through draining last at least 24 hours. If the target then fails her saving throw to keep from losing a level, you can choose to keep the drained power indefinitely. It still counts toward your limit of how many drained powers you can have at once, but you can free up the space as a full-round action, as normal. If the target succeeds her saving throw, you lose the drained power you gained from that negative level. If you kill the target with negative levels, the target is assumed to fail her saving throws, so you can freely choose to keep the powers.

Enhancement Ranks: 12, no multiples.

Special Notes: This can be a very complicated power, so here we provide an

example of it at work.

Marie has 16 ranks of Energy Drain and 21 ranks of Power Vampirism, with the ability to permanently drain abilities. She inflicts 14 negative levels upon a super-powered foe named Star Mistress, nearly killing her before Marie is forced to flee. From these negative levels, she can gain no more than seven abilities from the above list (one-third of her 21 ranks in Power Vampirism), so she chooses to gain 6 Hero Points worth of super powers, a +1 bonus to all saving throws, a +2 bonus to attack rolls, and an insight into the last hour of her opponent's life.

A day later, the Star Mistress makes her saving throws, with the ultimate result that 5 of the 14 negative levels are permanent, which means that Marie has to lose two of the abilities she gained from Power Vampirism. Through random die rolls, the game master determines that she loses the bonus to attack rolls, but she can choose to keep the rest of the powers permanently. Marie's player decides to keep only the 6 Hero Points worth of super powers she drained, which are worth 3 negative levels of draining. Thus, if she drains someone else, she'll be able to acquire 3 more slots of powers or abilities.

As a note, if you have drained powers through Power Vampirism, and you somehow lose access to Power Vampirism, you also lose access to any powers you drained. Thus, if you have a gadget that grants Power Vampirism, and the gadget is destroyed, you lose any powers you might have drained. If you gain access again before the normal duration of the vampirism ends, you regain the powers.

Rage

Base rank: 4.

Effect: As a free action you can enter rage, as a Barbarian from Fantasy d20, gaining +2 Str and +2 Con, a +1 morale bonus to Will saves, but suffering a -2 penalty to AC. This effect lasts for a number of rounds equal to 3 + your (newly improved) Con modifier. During this time you can take no action requiring concentration or reason, and after the rage ends you are fatigued until you rest for at least 1 minute. You can rage as many times per day as you want. This is an activated power.

Table 8-31: Rage

Rank	Effect	Multi
4	**Increased Effect**: The bonuses increase by another +2 Str, +2 Con, and +1 to Will saves. The duration and penalty to AC remains the same.	Yes
-0	***Injured Rage***: *You can only enter rage when injured or angered. Yes, that's right, this does not reduce the cost at all.*	(R)
-2	***Injury-Provoked Rage***: *You automatically go into rage whenever you are injured or angered, unless you're fatigued from a previous rage. You can make a Will save to resist this. The DC is equal to 10 + half your ranks of this power. Note that if you can automatically succeed this save, this restriction is worth nothing.*	(R)
-2	***Mindless Rage***: *When you rage, you become irrational, and are unable to take any actions that require concentration or intellectual thought. You are not frenzied, however, so you know enough not to attack your own allies.*	(R)
-4	***Frenzy***: *When you rage, you go into a frenzy. In addition to being unable to take actions that require concentration or intellectual thought, you also cannot discern friend from foe. Once you have defeated those who are directly threatening you, you will continue to fight against the nearest available creature until the rage ends.*	(R)

Regeneration

Base rank: 14 (7).

Effect: You gain Regeneration 1. All attacks against you deal subdual damage, and you heal 1 point of subdual damage per round. You can still be killed by death

effects, from massive damage, or ability score loss, but normal attacks just deal subdual damage, which cannot kill you.

If you are immune to subdual damage, you cannot take Regeneration. If you have Regeneration and later become immune to subdual damage, your Regeneration instead functions as Fast Healing, simply healing damage, and not converting to subdual.

Table 8-32: Regeneration

Rank	Effect	Multi
2 (1)	**Increased Regeneration**: Increase the amount of regeneration by 2 more.	Yes
-1+	***Circumstance Suppression****: If there is some sort of substance that deals real damage to you, the total cost of this power is reduced. If the substance is relatively rare (enchanted jade), it is worth a 1 HrP reduction. Uncommon substances (magic items) are worth a 2 HrP reduction, common substances (fire) 3 ranks, and very common (iron weapons) substances 4 ranks. If you are vulnerable to multiple substances, only the most common one counts.*	*(R)*

Special Notes: If you only want to heal somewhat faster, take the Fast Recovery power.

Scent

Base rank: 3 (1).

Effect: This super power allows you to detect approaching enemies, sniff out hidden foes, and track by sense of smell. You can identify familiar smells as easily as a normal person recognizes familiar sights.

You can detect creatures within 30 feet by sense of smell. If the creature is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk, can be detected at triple normal range.

When you detect a scent, the exact location is not immediately apparent, only its presence. As a move-equivalent action you can determine the direction of the scent. If you move within 5 feet of the source, you can pinpoint its location.

You can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10, no matter what kind of surface it covers. This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of th trail. For each hour that the trail is cold, the DC increases by 2. This ability otherwise follows the rules for the Track feat. You ignore the effects of surface conditions and poor visibility.

Self-Subsistent

Base rank: Varies.

Effect: Pick one of the following natural processes you do no need to perform: eating, drinking, sleeping, breathing. Being deprived the chosen thing does not harm you. See the table below to find the base rank for any given self-subsistency.

Table 8-33: Self-Subsistent

Self-Substistency	Base Rank
Eating	1 (0)
Drinking	1 (0)
Sleeping (if you are an arcane spellcaster, you still must rest for at least 8 hours to regain spells).	1 (0)
Breathing (you must still breathe to cast spells with verbal components).	2 (0)

Shapeshift

Base rank: 5 (4).

Effect: As an attack action, you can change your physical appearance to look like someone who is taller, shorter, thinner, or stockier, and who has a wide variety of facial features, but which must maintain the same general body shape (changing in size by no more than 50% up or down). You can even alter the texture of your skin to appear as if you are wearing clothes, or that you are a statue. Your abilities change in no way. The ability lasts for as long as you want, and can be cancelled at any time. This is an activated power. This power grants you a +10 bonus to Disguise checks.

Special Notes: If you wish to be able to change your size, take the Sizeshift power as well.

Table 8-34: Shapeshift

Rank	Effect	Multi
2	**Greater Shapeshift**: You can assume dramatically different shapes, assuming practically any form as long as your total size does not change. You can stretch your body somewhat, but your overall dimensions cannot go more than about 5 feet from your original form. You could not, for example, reduce your arm to paper thinness and try to stretch it out more than 5 feet from yourself. You can easily assume the form of any creature or object you are familiar with, but to assume complicated forms requires a Craft check, or a great deal of practice ahead of time.	No
1	**Keep Appearance**: You can only alter your shape, not your appearance. For example, you might be able to assume the shape of a house, but it would be a house with a human skin tone, and a big face somewhere. You only gain a +2 bonus to Disguise checks, not +10.	Yes

Shield

Base rank: 4.

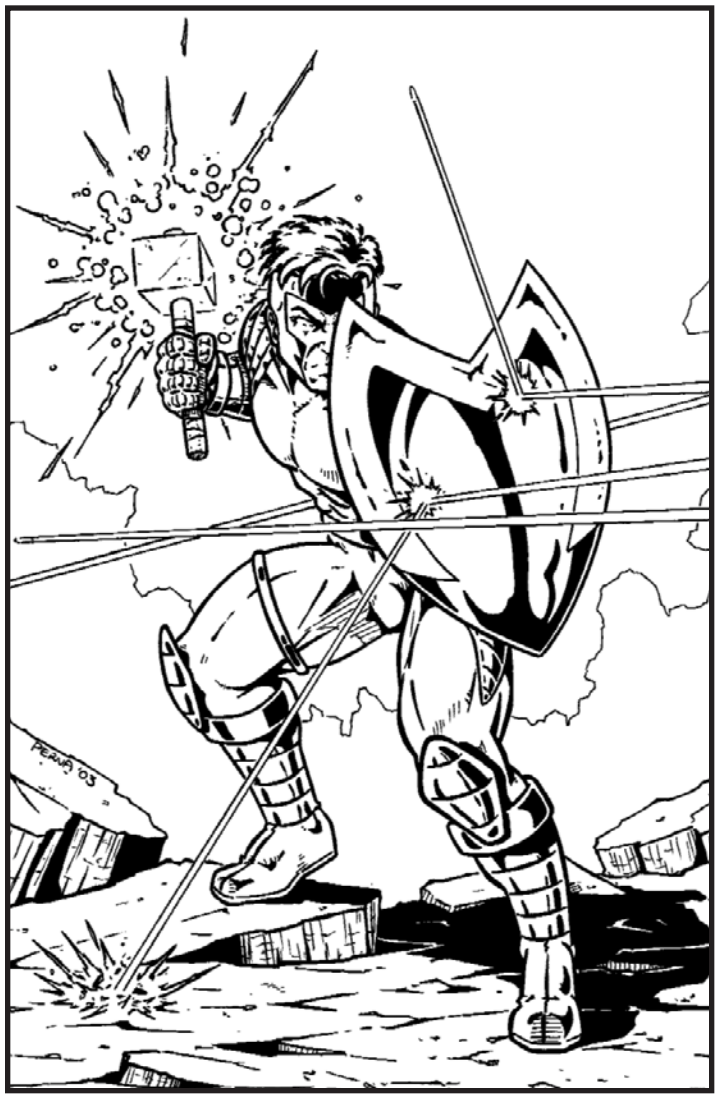
Effect: As an attack action, you can create a defensive shield of some sort. The shield stays in the 5-ft. square in which it is created, but does not travel with you if you move. When you create the shield, and as a free action thereafter, assign one 180-degree arc that the shield defends. You (and any other creatures or objects in your square) gain a +7 cover bonus to AC against attacks from that arc, though the shield does not interfere with your own attacks.

The shield itself is immune to damage, though it can be destroyed with a disintegrate spell or the equivalent. You can have no more than one shield at a time. You can dismiss the shield as a free action, and it automatically disappears if you move more than a few feet from it. The shield does not block line of sight.

This is an activated power.

Table 8-35: Shield

Rnk	Effect	Multi
5	Mobile Shield: Your shield travels with you, but still defends against the same arc, even if you turn or move. You can still reassign its position as normal. The shield only moves when you do, so you cannot send it anywhere.	No
8	Full Arc: When you create your shield, you may choose to have it defend a full 360-degree arc around you, providing a +7 cover bonus to AC to all attacks from all directions. You can still make attacks freely.	No
5	Full Shield: Instead of providing a cover bonus to AC, your shield blocks all physical attacks from any arc it covers, as if you had full cover in that direction. This also blocks any physical attacks you make. If a damaging burst or emanation attack interacts with the shield's edge, the shield prevents the damage from passing through, though if the shield is not a full-arc, the burst or emanation might go around the shield's edge. Note that a solid barrier, even a transparent one, blocks many line-of-sight magic effects.	No
1	Opaque: The shield blocks line of sight in both directions. People can tell that the shield is there, but cannot see through it.	No
1	One-way Opaque: The shield only blocks line of sight from the outside. Creatures inside can see out through the shield. You can only choose this ability if you have already acquired the Opaque enhancement.	No
7	Widened Shield: The shield has a diameter of 15 feet, centered on you. Creatures inside the shield can freely attack each other, but attacks made across the shield are blocked. This ability can only be chosen if you have already chosen the Full Shield enhancement.	No
4	Wider: Increase the diameter of the shield by 10 feet.	Yes



Sizeshift

Base rank: 1.

Effect: You can change your size to become a different size than normal as an attack action. When you change size, your ability scores do not change, nor does your speed. However, all your gear changes size with you as long as it remains in contact with you. If some of your gear leaves your person, or if a long item extends more than 20 feet away from you, it reverts to normal size. Thus you cannot fire huge arrows, or drag colossal ropes. However, you can use such items if they are naturally that large.

The total rank cost for this power depends on what sizes you are able to shift to.

First, start with your base size, and determine how many sizes smaller you can become, using the Smaller side of table 8.36 below. If you cannot become smaller, only larger, proceed to the next step. The Rank Cost entry is the number of ranks it costs you to reduce to that size, in addition to the base rank of 1. Add up the cost from all the sizes you can assume for the total rank cost. For example, for a normal Medium-size human to be able to reduce to Diminutive size is a shift of three categories, individually costing 3, 3, and 6 ranks, for a total of 12 ranks. Added to the base rank of 1, this is a total cost of 13 ranks.

Next, starting at your base size, determine how many sizes larger you can become. Each size larger you can become costs 1 extra rank. This is cheaper than becoming smaller because you gain penalties to your attack rolls and AC as you become larger, but no bonuses to strength.

Finally, whenever you assume a different size consult table 8.36 to determine what effects the new size has on your attack bonuses, armor class, and reach.

You can change up to one size category per round, as an attack action. You remain this size as long as you wish, but you return to your normal size if you die. This is an activated power.

Body-Change Only (Restriction): Your gear does not change size with you. Hero Point Reduction: 4

Special Notes: Remember that you carrying capacity does not change, nor do your ability scores, speed, etc. The only effects upon your stats are the size modifiers to attack bonus and AC, and possible differences in face and reach. If you wish to have greater strength at different sizes, you may take the Heightened Strength super power, with the Circumstance Suppression restriction that it does not work when you are at a smaller size, which will typically be a 2 HrP reduction.

Table 8-36 (1): SizeShift - Smaller

Original Size	New Size	Ranks
Diminutive	Fine	12
Tiny	Tiny	6
Small	Tiny	3
Medium-size	Small	3
Large	Medium-size	3
Huge	Large	3
Gargantuan	Huge	6
Colossal	Gargantuan	12

Table 8-36 (2): SizeShift - Larger

Original Size	New Size	Ranks
Fine	Diminutive	1
Diminutive	Tiny	1
Tiny	Small	1
Small	Medium-size	2
Medium-size	Large	3
Large	Huge	4
Huge	Gargantuan	6
Gargantuan	Colossal	8

Table 8-36 (2): SizeShift Effects

Size Category	Space / Reach	AC / Attack Mod
Fine	inch / 0 ft.	+8
Diminutive	1 ft. / 0 ft.	+4
Tiny	2½ ft. / 0 ft.	+2
Small	5 ft. / 5 ft.	+1
Large	5 ft. / 10 ft.	-1
Huge	10 ft. / 15 ft.	-2
Gargantuan	15 ft. / 20 ft.	-4
Colossal	20 ft. / 25 ft.	-8

Skill Bonus

Base rank: 2.

Effect: Choose one skill. You gain a +3 bonus to checks with that skill. If you choose a Strength-based skill, you instead gain a +10 bonus to the chosen skill.

Increased Effect: Increase the bonus by an additional +3. If it is a strength-based skill, increase the bonus by an additional +10. *Enhancement Ranks: 2, multiples.*

Special Notes: You can choose this power multiple times, each time applying to a different skill.

Skill Knowledge

Base rank: 1.

Effect: You gain 2 skill points. You may use these skill points with any skill as though it were a class skill.

Increased Effect: You gain 2 more skill points. *Enhancement Ranks: 1, multiples.*

Special Notes: For ease of book-keeping, you cannot take restrictions to this power.

Speak with Things

Base rank: Varies.

Effect: You can communicate with a specified type of creature or object, as if you shared a common language. Even if you speak with a non-intelligent creature or object, you can still communicate, though the perspective of the thing you talk to might be unusual and unhelpful. The cost of this power varies depending on the type of creature or object with which you can speak.

Note that this power provides no special speed of comprehension or ability to force information out of the target. Creatures and object obey their normal behavior for purposes of sharing information, and those that belong to or were created by people follow their training and/or programming. For example, a person speaking with a super-computer would not be able to comprehend data at the same speed as the device, nor would he be able to force it to answer questions that it has been programmed to restrict without the proper password. However, the person would be able to use Bluff, Diplomacy, or Intimidate to try to convince the computer to give up protected information. Given computers' limited self-awareness however, Diplomacy or Intimidate might be of limited usefulness. At least it would be easy to figure out how to use an unusual program or software.

Finally, bear in mind the senses of the creature or object in question. Asking something with no eyes to describe what it saw is pointless, as is asking a lamppost if it heard anything. Generally, plants and objects only know about their own inner workings, and about things that actually touch them. They usually have no sense of taste, smell, hearing, or sight beyond a few feet, since their 'senses' are very dim.

Table 8-37: Speak With Things

Type of Creature or Object	Base Rank
Animals	6 (2)
Dead Creatures. You can communicate with corpses, but not spirits. These objects can only answer what they knew in life, and speech is usually cryptic, brief, and repetitive. They will not answer more than 10 questions regarding their former life in any given week, though they will willingly answer questions involving events that happened around their body after their death.	10 (4)
Electronic Devices. You may substitute a Charisma check for any Intelligence-based skill check involving usage of an electronic device. You gain a +2 bonus to any check to use, or assess and repair the damage of a electronic device you can speak with.	10 (6)
Mechanical Devices. You gain a +2 bonus to any check to use, or assess and repair the damage of a mechanical device you can speak with.	4 (2)
Plants.	6 (2)
Stone.	8 (4)
Wind. Since wind tends to move quickly, any speech with it is fleeting unless you can keep up with it.	6 (2)

Spiderclimb

Base rank: 5.

Effect: You can travel and climb on vertical surfaces or even traverse ceilings as well as a spider does. You can only use this ability as long as either both hands or both feet are bare, or covered in only a thin covering (such as spandex). You could not, for instance, spider climb

while wearing leather gloves and boots. You can also cling to things with your knees, back, and other body parts, but usually precludes effective movement.

You can move at half your base speed each round. A creature with a Strength score of at least 22 can pull you off a wall with a successful opposed Strength check.

If it becomes important, you have a +25 bonus to Climb checks while using this super power. This is sufficient to climb even a slippery ceiling with just your hands. Even with this power, you cannot climb completely smooth surfaces, such as forcefields or perfectly polished glass, which provide no friction.

Status Sense

Base rank: 4 (2).

Effect: As an attack action, you can touch a creature or object and know its status: unharmed, wounded, disabled, staggered, unconscious, dying, dead, etc. If you wish to touch an unwilling target, you must make a successful touch attack. This is an activated power.

Super Accuracy

Base rank: 2.

Effect: You gain a +1 accuracy bonus to attack rolls.

Special Note: This does not increase your actual base attack bonus, so you gain no additional iterative attacks.

Table 8-38: Status Sense

Rank	Effect	Multi
4 (1)	**Instant Sense**: You instantly know the status of any creature or object that you touch, as a free action, to a maximum of 10 per round. You still have to succeed a touch attack in order to touch an unwilling target, however.	No
4	**Ranged Sense**: You do not have to touch the target in order to sense its status. You may choose to sense it at a range of up to 50 ft. If you have the instant sense enhancement, you automatically know the status of any creature or object that is within range, to a maximum of 10 per round. You may choose not to sense something if you don't want to (e.g., it's usually pointless to sense the status of mundane objects, like the ground).	No
8	**Accurate Sense**: Whenever you sense a creature, you also learn its current total hit points. Unwilling targets may make a Will save to resist. If successful, they are immune to your sense power for 24 hours.	No
-4	***Object-Only**: You can only sense the status of objects.*	*(R)*
0	***Creature-Only**: You can only sense the status of creatures.*	*(R)*

Table 8-39: Super Accuracy

Rank	Effect	Multi
2	**Increased Accuracy**: Increase your accuracy bonus to attacks by another +1.	Yes
-1	***Melee-Missile**: The bonus applies only to either melee or ranged attacks, not both.*	*(R)*
-2	***Single-Weapon**: The bonus applies only to one type of weapon (longsword, unarmed, handgun).*	*(R)*

Super Agility

Base rank: 2.

Effect: You gain a +1 bonus to initiative, Reflex saves, Dexterity checks, and Dexterity-based skill checks. Additionally, you gain a +1 bonus to armor class, but you lose this bonus whenever you'd be denied your Dexterity bonus to AC. Note that this is not actually an increase to your Dexterity score, so you do not gain a bonus to your missile attack rolls.

Increased Effect (Enhancement): Increase the bonus by an additional +1. *Enhancement Ranks: 2, Multiples.*

Super Charm

Base rank: 2.

Effect: You gain a +1 bonus to Charisma checks and Charisma-based skill checks. Additionally, for abilities whose save DCs are determined by Charisma (such as sorcerer spells or Charismatic Hero abilities), add +1 to those DCs. However, this does not actually increase your Charisma score, and you do not gain any bonus spells, as you normally would as a sorcerer.

Increased Effect (Enhancement): Increase the bonus by an additional +1. *Enhancement Ranks: 2, Multiples.*

Super Health

Base rank: 2.

Effect: You gain a +1 bonus to Fortitude saves, Constitution checks, and Constitution-based skill checks.

Additionally, for the purposes of holding your breath, running for long distances, imbibing alcohol, and other Constitution-related tasks of endurance, you gain an effective +2 bonus to your Constitution. Note that this is not actually an increase to your Constitution score, so you *do not* gain a bonus to your hit points.

Increased Effect (Enhancement): Increase the bonus by an additional +1, and +2 effective Constitution. *Enhancement Ranks: 2, Multiples.*

Super Smart

Base rank: 2.

Effect: You gain a +1 bonus to Intelligence checks and Intelligence-based skill checks. Additionally, for abilities whose save DCs are determined by Intelligence (such as wizard spells or Smart Hero abilities), add +1 to those DCs. You also get 1 additional skill point per level. However, this does not actually increase your Intelligence score, and you do not gain any bonus spells, as you normally would as a wizard.

Increased Effect (Enhancement): Increase the bonus by an additional +1. *Enhancement Ranks: 2, Multiples*.

Super Speed

Base rank: 1.

Effect: Your base speed increases by +10 feet.

Special Notes: The sound barrier (740 mi/hour) can be broken with 20 ranks while running. Unless you are ignoring the laws of physics wholly, you cannot take more than 58 ranks of Super Speed, because that would grant you the ability to travel faster than light when running.

Note that even if you have 'perfect' maneuverability for flight, you are still limited as to how quickly you can change direction, as described in Chapter Three: Super Feats and Heroic Tactics.

The following table shows at what rate your speed increases with Super Speed. Note that this only applies to PC-paced advancement; minor NPCs and monsters advance in speed slightly faster.

Table 8-40: Super Speed

Rank	Effect	Multi
1	**Increased Speed**: Increase your speed by an additional +10 feet.	Yes
2 (1)	**Greater Speed**: If you have at least a +100 ft. bonus to your speed, double that bonus. Thus, you need to gain 10 ranks at +10 ft. each, and thenceforth you double your speed every 2 ranks.	Yes
0	*Your super speed only increases your walking or flying speeds, and not any other mode of movement.*	*(R)*
-1	*Your super speed only increases your swimming, burrowing, or climbing speeds (choose one).*	*(R)*

Table 8-40 (2): Super Speed Effects

Ranks	Bonus	Speed
1	+10 ft.	+1 mph
2	+20 ft.	+2 mph
3	+30 ft.	+3 mph
4	+40 ft.	+5 mph
5	+50 ft.	+6 mph
6	+60 ft.	+7 mph
7	+70 ft.	+8 mph
8	+80 ft.	+9 mph
9	+90 ft.	+10 mph
10	+100 ft.	+11 mph
12	+200 ft.	+23 mph
14	+400 ft.	+45 mph
16	+800 ft.	+91 mph
18	+1,600 ft.	+182 mph
20	+3,200 ft.	+364 mph
22	+6,400 ft.	+727 mph
24	+12,800 ft.	+1,455 mph
26	+25,600 ft	+2,909 mph
28	+51,200 ft.	+5,818 mph
30	+102,400 ft.	+11,636 mph
+10	x32	

Super Strength

Base rank: 2.

Effect: You gain a +1 bonus to melee weapon and hurled weapon damage rolls, and a +1 bonus to Strength checks and Strength-based skill checks. Additionally, you gain an effective +2 strength for the purposes of determining how much you can lift and carry. Note that this is not actually an increase to your Strength score, so you do not gain a bonus to your melee attack rolls.

Special Note: The bonus damage from this ability is halved when making an off-hand attack, just as normal strength

bonuses to damage are.

Increased Effect (Enhancement): Increase the bonus by an additional +1, and an effective +2 Strength for lifting. *Enhancement ranks: 2, Multiples.*

Super Strike

Base rank: 1.

Effect: Your attacks can harm creatures with damage reduction as if you were attacking with a weapon with a +1 enhancement bonus. Thus, you could bypass DR 10/+1.

Increased Effect (Enhancement): Increase the level of damage reduction you can bypass by +1, as if your attacks had an enhancement bonus of +2, then +3, etc. *Enhancement ranks: 2, Multiples.*

Super Tough

Base rank: 1.

Effect: You gain a +2 hit points.

Increased Effect (Enhancement): You gain another +2 hit points. *Enhancement ranks: 1, Multiples.*

Special Notes: For ease of book-keeping, you cannot take restrictions to this power.

Super Wise

Base rank: 2.

Effect: You gain a +1 bonus to Wisdom checks and Wisdom-based skill checks. Additionally, for abilities whose save DCs are determined by Wisdom (such as cleric spells or Dedicated Hero abilities), add +1 to those DCs. However, this does not actually increase your Wisdom score, and you do not gain any bonus spells, as you normally would as a cleric.

Increased Effect (Enhancement): Increase the bonus by an additional +1. *Enhancement ranks: 2, Multiples.*

Telekinesis

Base rank: 2.

Effect: As an attack action, you move an object at up to Close range (25 ft. + 5 ft./2 levels), at a speed of 15 feet per round. You cannot move the object beyond your line of sight. For the purposes of this movement, you have an effective Strength score of 1, allowing you to move up to 10 pounds. If you attempt to move an unwilling creature, it can resist with a successful Will save.

You can only use this power to provide a steady force, not a violent thrust. Unless you drop an object on top of someone, you cannot deal damage with this power. However, see the Violent Thrust enhancement.

This is an activated power.

Special Notes: Since this power provides you a 'ranged Strength score,' if the object you are moving weighs enough to cause your 'ranged Strength' to have medium or heavy encumbrance, the speed at which you can move it is lessened by one-third.

Table 8-41: Telekinesis

Rnk	Effect	Multi
1	**Increased Speed**: Increase the speed of movement by another 15 ft. per round.	Yes
1	**Medium Range**: You can move objects at a distance of up to Medium (100 ft. + 10 ft./level).	No
1	**Long Range**: Increase the range from Medium to Long (400 ft. + 40 ft./level).	No
1	**Minor Strength**: You can move objects and apply force at a distance as if you had a Strength score of 4.	No
1	**Moderate Strength**: You have an effective Strength score of 10 for telekinesis. You can only choose this enhancement if you have already taken the Minor Strength enhancement.	No
3	**High Strength**: You gain an effective +5 bonus to your Strength score for the purposes of moving objects and applying force at a distance. This doubles your ranged lifting capacity. You can only choose this enhancement if you have already taken the Moderate Strength enhancement.	Yes
6	**Violent Thrust**: You can hurl objects with telekinesis, attacking with them. For purposes of how effectively you can throw these telekinetic objects, pretend there is an actual person holding the object, with the same strength as your telekinesis and a base attack bonus of +0. Hurling a single object is an attack action. You cannot attack with melee weapons, which requires too fine a control. *For example, if you have an effective 15 Strength with your telekinesis, you could telekinetically throw a javelin for 1d6+2 damage. If you had a 25 Strength, you could throw a 200 pound anvil, using the rules for throwing objects presented in Chapter Three: Super Feats and Heroic Tactics.*	No

Telepathic Charm

Base rank: 10 (8).

Effect: You can telepathically charm a humanoid in your line of sight, out to a maximum of Close range (25 ft. + 5 ft./2 levels). You can only contact one target at a time, and the target can make a Will save to resist. If the target is being attacked or threatened by you or your allies, he receives a +5 bonus to his saving throw to resist. A target who succeeds a save to resist this power is immune to further attempts by you for 24 hours. This is an activated power, with a duration of 1 hour per level.

Table 8-42: Telepathic Charm

Rank	Effect	Multi
4	**Monstrous Charm**: You can charm any type of creature, not just humanoids.	No
3	**Domination**: You can choose to instead dominate the person's will, making them your total slave. You cannot dominate more targets than your level at any one time. If you attempt to do so, the strain on your mind allows all of your dominated subjects to make another saving throw with a +1 bonus for each person you are dominating at that time.	No
1	**Increased Duration**: The duration increases to 1 day/level.	No
-2	***Eyebite**: You can only affect those who meet your gaze. As with a gaze effect, potential targets can avert their eyes to avoid the charm.*	*(R)*

A charmed person perceives you as his trusted friend and ally. You cannot control the charmed person as if he were an automaton, but he perceives your words and actions in the most favorable way. Even if a common language is not shared, the charmed target will still trust and try to protect you.

Telepathic Communication

Base rank: 5 (3).

Effect: You can send silent message to someone in your line of sight, out to a maximum of Close range (25 ft. + 5 ft./2 levels). You can only contact one target at a time, and the target can make a Will save to block out your sending. A target who succeeds a save to resist this power is immune to further attempts by you for 24 hours.

Table 8-43: Telepathic Communication

Rnk	Effect	Multi
4	**Wider Communication**: You can communicate to any targets you choose that are within range and line of sight, to a maximum of one target per level.	No
2	**Line of Thought**: You can send to anyone you know or whom you're aware of, even if you do not have line of sight with them. Range is still a limitation.	No
1	**Medium Range**: You can communicate at a distance of up to Medium (100 ft. + 10 ft./level).	No
1	**Long Range**: Increase the range from Medium to Long (400 ft. + 40 ft./level).	No
1	**Extreme Range**: Increase the range from Long to 1 mile per level.	No
2	**Planar Range**: Increase the range from 1 mile per level to unlimited, though you can still only contact targets on the same plane.	No

The communication is effectively the same as normal speech, except that only the target hears it, and it requires no movement from you. If the target does not speak your language, you can communicate simple concepts by empathy or by sending visual images. A willing target can reply mentally, allowing you to hear what he wants to say. This is an activated power.

Telepathic Scan

Base rank: 11 (6).

Table 8-44: Telepathic Scan

Rnk	Effect	Multi
2	Line of Thought: You can scan to anyone you know or whom you're aware of, even if you do not have line of sight with them. Range is still a limitation.	No
1	Medium Range: You can scan at a distance of up to Medium (100 ft. + 10 ft./level).	No
1	Long Range: Increase the range from Medium to Long (400 ft. + 40 ft./level).	No
1	Extreme Range: Increase the range from Long to 1 mile per level.	No
2	Planar Range: Increase the range from 1 mile per level to unlimited, though you can still only contact targets on the same plane.	No
4	Deep Scan: You can probe deeper into someone's mind. Each round you can learn the answer to one question about the target, or an answer to a question the target knows. The target is allowed a saving throw to resist when you first attempt contact, and once each minute that you continue to probe.	No
-2	***Eyebite**: You can only affect those who meet your gaze. As with a gaze effect, potential targets can avert their eyes to avoid the scan.*	*(R)*

Effect: You can detect the surface thoughts of others. By concentrating as an attack action, you can hear the surface thoughts of any creature you can see, out to a maximum of Close range (25 ft. + 5 ft./2 levels). You can only scan one target at a time, and the target can make a Will save to resist. A target who succeeds a save to resist this power is immune to further attempts by you for 24 hours. This is an activated power.

Special Notes: Use of this power grants a +2 knowledge bonus to Charisma-based checks when interacting with someone who you are scanning.

Teleportation

Base rank: 8 (4).

Table 8-45: Teleportation

Rnk	Effect	Multi
2	Casual Teleport: You can teleport as a move-equivalent action.	No
5 (1)	Error-proof: You can teleport to any location you want, as long as it is in range. You do not have to see the area to teleport there.	No
2 (0)	Medium Range: Increase the range from Close to Medium (100 ft. + 10 ft./level).	No
2 (0)	Long Range: Increase the range from Medium to Long (400 ft. + 40 ft./level).	No
9 (2)	Planar Teleport: Increase the range from Long to unlimited. You can teleport anywhere you want on the same plane. Unless you also have the Error-proof enhancement, however, you can only teleport to locations you can see.	No

Effect: As an attack action, you can teleport yourself and up to 50 pounds per level of objects or willing creatures, which must be touching you. You can teleport to any location you can see within Close range (25 ft. + 5 ft./2 levels). This is an activated power.

Ubiquitous Facing

Base rank: 3 (2).

Effect: You can react to foes on all sides equally well, and thus you cannot be flanked. You can still be caught flat-footed.

Uncanny Dodge

Base rank: 6.

Effect: You can react to danger before your senses would normally allow you to. You retain your Dexterity bonus to AC (if any) regardless of being caught flat-footed or being struck by an invisible attack. You still lose your Dexterity bonus to AC if you are immobilized.

Unflankable (Enhancement): You can no longer be flanked, and can react to opponents on opposite sides of you as easily as to a single attacker. For purposes of determining if you can ignore another person's Uncanny Dodge or if they can ignore yours, you have effective rogue levels equal to your total ranks of this power minus three (this only applies if you are using the Fantasy d20 rules). *Enhancement Ranks: 3, no multiples.*

Special Notes: This ability is based on the rogue and Fast Hero class ability of the same name.

Water-Breathing

Base rank: 1.

Effect: You can breathe underwater.

Wealth

Base rank: 1 (0).

Effect: You gain +2 Wealth.

Increased Wealth (Enhancement): You gain an additional +2 Wealth. *Enhancement Ranks: 1 (0), Multiples.*

Special Note: This power is only appropriate for Modern d20, and no corollary exists for Fantasy d20. However, note that in most supers games, wealth does not play as important a role as it might in typical Modern d20 games. If a character has a powerful trademark item, it is probably better handled as a gadget-based superpower. For more minor items, like smoke bombs, grappling hooks, and shuriken, however, the Wealth score can handle it easily.

X-Ray Vision

Base rank: 12 (7).

Effect: As an attack action, you can concentrate and see through any solid objects, out to 60 feet, in one 90-degree arc. Thus, you have line of sight out to the limits of range, perceiving all intervening objects faintly, so you can see everything in the 90-degree arc out to range. Opponents still gain cover bonuses to AC, but gain no benefits from con-

cealment, nor do they gain bonuses to Hide checks from cover. However, because of the overlapping effects of seeing multiple layers of objects at once, you suffer double the normal penalty to Spot checks for every 10 feet if there are interposing objects. Thus, you would suffer a -4 penalty to a Spot check to notice a creature lurking 20 feet away behind a wall.

This is an activated power.

Table 8-46: X-Ray Vision

Rank	Effect	Multi
2 (1)	**Increased Vision**: Increase the range of sight by 30 ft.	Yes
8 (4)	**Persistent Vision**: You can always see through objects, without having to concentrate. X-Ray Vision becomes a persistent power. If you want, you can turn this power off and on as a free action once per round.	No
-2	*Your X-ray vision is blocked by a thin sheet of lead, or by any solid object at least 5 feet thick.*	*(R)*

General Enhancements

Dismissable

Enhancement Cost: 1 HrP.

Effect: This enhancement can only be applied to persistent powers. You can suppress or reactivate the power as a free action once per round. Thus, if you do not want your flame shield barrier to always be active, you can acquire the ability to suppress it for 1 more Hero Point.

Linked Power

Enhancement Cost: Varies.

Effect: This enhancement can only be applied to activated powers, and must be applied to at least two powers at once. Whenever you activate one of those powers, you can choose to have any of the other's activate simultaneously. However, the total time required to activate all the linked powers is equal to the longest activation time of the linked powers.

The cost of this enhancement is 1 HrP. Each power in a linkage must pay the enhancement cost separately.

For example, you wish to link a Quickened Teleport, a Burst Attack, and an Entangle. Whenever you teleport, a burst of fiery energy engulfs those around you, damaging them and entwining them in semi-tangible fire. Since there are three linked powers, each power would have to have the Linked Power enhancement at a cost of 1 HrPs, for a total of 3 HrPs. It would take at least an attack action to use the three powers in tandem.

You can choose to activate only some or one of the linked powers if you want.

If your powers automatically all occur simultaneously, and you are not able to use the linked powers independently, this enhancement is free.

Quicken Super Power

Enhancement Cost: Varies.

Effect: This enhancement can only be applied to an activated power. This power becomes 'quickened.' Whenever you could normally use an attack action to activate a power, you can instead activate two quickened powers. This can let you use the same power twice in one round, or to mix and match multiple quickened powers.

The cost for this enhancement is two-thirds of the cost of the power (not counting the cost of this enhancement), rounded up. For example, a 13 HrP energy attack could be quickened at a cost of 10 HrPs. The cost of the enhancement increases if you ever add more ranks to the power. This may seem expensive, but consider that a 13 HrP energy blast probably does 4d6 points of damage per hit, whereas a 23 HrP energy blast does 9d6. The quickened power would give you more flexibility, but slightly less damage.

General Restrictions

Always Active

Total HrP reduction: -2 or more.

Effect: This restriction can only be applied to activated powers. The power is continually activating without your control. You might be constantly firing an energy blast that destroys anything that you touch, or perhaps you have a petrifying gaze that kills anyone you look at.

If the power is dangerous or destructive, and it is wholly uncontrolled, this is worth at least a 4 HrP reduction. If having an uncontrolled power would wholly ruin the game (for example, anything you touch turns to gold, including food and friends), the game master should probably not allow the power. If you can control the power by somehow inconveniencing yourself (closing your eyes and blinding yourself, having to concentrate so you're limited to partial actions each round), this is a 3 HrP reduction.

If the power is not dangerous or destructive (such as matter creation or teleportation), the HrP reduction is one less than for a dangerous power, meaning 3 ranks for wholly uncontrolled, 2 ranks if you can control it by inconveniencing yourself.

Special: You may purchase a gadget to control always active powers, and it lets you control your power normally as long as you have the gadget. The gadget is considered an Enhancement, and so it increases the total ranks of the power. A power-regulating internal gadget costs 4 ranks, an integrated gadget 3 ranks, and an external gadget 2 ranks. See the Gadgets section, page 42, for more details.

For example, a 3rd level character wants an Energy Blast power with 8 ranks, which is normally not available until he is 5th level. He decides to take the Always Active restriction, and make his power wholly uncontrollable. Since the power is dangerous and wholly uncontrollable usually, this is worth a 4 HrP reduction, reducing the total cost to 4 HrPs, which makes it available to him. He also wants a gadget that will let him control this otherwise uncontrollable power. Since he is a 3rd-level character, he cannot spend more than 6 HrPs on any given power, and thus the only type of power-regulating gadget available to him for now is an external one, which costs 2 ranks. He has to wear or carry the gadget, and if it is destroyed or removed, his power becomes uncontrollable again.

Note that in some cases, it is cheaper to just have a normal, functional power than to have a malfunctioning one controlled by a gadget.

Unlike many restrictions, this restriction does not reduce the total HrP cost by greater amounts if you have more than 20 ranks in the power. This is an exception to the High Ranks and Restrictions rules on page 41.

Circumstance Injury [Personal Restriction]

Bonus Hero Points: 0 to 10.

Effect: Whenever you are exposed to a particular circumstance, you begin to take damage. Depending on how common the circumstance is, and how much damage you take per round, the number of bonus hero points increases. The base amount of damage is 1 point per round, which negates any regeneration abilities you might have (thus it always deals 'real' damage instead of subdual).

Extremely rare circumstances are worth 0 Hero Points, very rare circumstances are worth 1 HrP, rare circumstances are worth 2 HrPs, uncommon are worth 3 HrPs, and common are worth 4 HrPs. If the circumstances are very common, your character would already be dead, and thus you shouldn't take this restriction.

The injury may be more severe. If the amount of damage is 10 points per round, this restriction is worth 2 more bonus HrPs. If the circumstance causes you to start cowering, become disabled, or be stunned, it is worth 4 extra HrPs. If exposure to the circumstance results in death, this restriction is worth 6 more HrPs. Note that for a deadly substance, in the first round you are reduced to 0 hit points and can take only partial actions. Then on the second round you are killed.

For extremely rare circumstances, halve the above bonuses (an extremely rare cir-

cumstance that is fatal is worth only 3 HrPs, not 6).

Circumstance Suppression

Total HrP reduction: -0 to -4.

Effect: The affected power has no effect when you are in a particular circumstance. Persistent powers stop working, and activated powers cannot be activated. Depending on how common the circumstance is, the value of the restriction varies.

Extremely rare circumstances are worth no HrP reduction. Very rare circumstances are worth a 1 HrP reduction. Rare circumstances are worth a 2 HrP reduction. Uncommon circumstances are worth a 3 HrP reduction. Common circumstances are worth a 4 HrP reduction. Very common circumstances are worthless. Just don't take the power in the first place. See the Item and Circumstance Rarity section on page 138 for more detail of what consistutes each type of rarity.

Damaging

Total HrP Reduction: -1 to -4.

Effect: This restriction can only be applied to activated powers. Whenever you activate this power, you take damage. If you take 1 point of subdual damage with each activation, this is worth a 1 HrP reduction. If you take 4 points of subdual damage with each activation, this is worth a 2 HrP reduction. If the damage is 10 subdual, this is worth a 3 HrP reduction. If the damage is real instead of subdual, this is worth an additional 1 HrP reduction.

Encumbrance Restricted

Total HrP reduction: -1 or -2.

Effect: Because this power requires agility or grace, you can only use it when wearing light armor or no armor, and when you are no more than lightly encumbered. This is worth a 1 HrP reduction.

If you are restricted so that you can only use the ability in no armor and when you have are unencumbered, it is worth a total HrP reduction of -2 instead.

Special: This restriction is just a version of the Circumstance Suppression restriction, above. Being more than lightly encumbered is an uncommon circumstance (3 HrPs). Being encumbered at all is a common circumstance (4 HrPs). In both these cases, however, characters are rarely encumbered unless they so choose to be, so it is more of a restriction to their carrying capacity than to the power itself. Thus, the restriction is worth 2 HrP less.

Fatal Weakness [Personal Restriction]

Bonus Hero Points: 0 to 6.

Effect: A successful strike with a particular item will kill you instantly. Choose a type of item, and the rarity of this item determines how many bonus Hero Points this weakness is worth.

Simply touching you with the chosen item is not enough, nor is even a successful attack sufficient to kill you. You must be hit with a solid blow with the chosen item to be vulnerable. Whenever someone inflicts a critical hit on you with the chosen type of item, you must make a Reflex save or die instantly. The DC of this Reflex save is equal to the modified attack roll of the one who struck you.

If the item you choose is extremely rare, this weakness is worth 0 bonus Hero Points. If the item is very rare, the weakness is worth 2 bonus HrPs. Rare items are worth 3 HrPs, uncommon items 4 HrPs, common items 5 HrPs, and very common items 6 HrPs. The rarity should be determined by how commonly the item is used as a weapon. For example, though water is a common item, it is difficult to use it as a weapon, so treat it as very rare. Wooden stakes are uncommon items that are always useful as weapons, so they are simply considered uncommon.

Note that even if you are immune to critical hits (such as if you are undead), any attack that would be a critical hit fulfills the prerequisites for this restriction.

Gadget

Total HrP reduction: -0 to -2.

Effect: The term gadget does not necessarily mean a mechanical or technological device. This restriction is used for all forms of super powers that require you to have an item. If the 'gadget' you

require is not mechanical or electronic, feel free to change the name of this restriction, from the simple ("object dependent") to the dramatic ("Mystic Tiara Power").

Your power is tied into an object that you must wear or carry in order to use the power. Depending on how easily damaged or removed the object is, the HrP reduction varies. Internal gadgets are worth no HrP reduction. Integrated gadgets are worth a 1 HrP reduction. External gadgets are worth a 2 HrP reduction. See the Gadgets section, page 42, for more details.

Limited Usage

Total HrP reduction: -8.

Effect: You can only use this power once per day. This restriction can only be chosen for activated powers.

Magical

Total HrP reduction: -1.

Effect: Your super power is magical in nature, and has the Supernatural (Su) descriptor, instead of Super-Powered (Pw). Thus, your power can be negated by effects that cancel or dispel magic.

Space Restriction

Total HrP reduction: -3 to -4.

Effect: Your power requires a great deal of space to use effectively. Perhaps you have large wings that must flap in order to let you fly, or maybe you are only able to dodge effectively by leaping and bounding around. For a 3 HrP reduction, the power can only be used if there are at least two unoccupied 5-foot squares adjacent to you. For a 4 HrP reduction, there must be at least six unoccupied 5-foot squares adjacent to you.

Special: This restriction is just a version of the Circumstance Suppression restriction, above. Being in a very enclosed space is a uncommon circumstance (3 HrPs). Being in an area that is at least slightly enclosed is a common circumstance (4 HrPs). If the campaign setting is primarily outdoors, these circumstances would be rarer, while if the entire game will take place underground, the effects are more common.

Turnable [Personal Restriction]

Bonus Hero Points: 8.

Effect: You are vulnerable to being turned by those with divine powers as if you are undead. You are not necessarily undead, however.

You might have Turn Resistance. For every +1 of Turn Resistance you have, reduce the number of bonus Hero Points by 1.

Specal Notes: The Turnable restriction is just a version of the Circumstance Injury restriction, above. In a typical fantasy setting, turning is a common circumstance (4 HrPs) that causes you to start cowering (4 HrPs), for a total of 8 HrPs. If there are no clerics or characters with divine powers of turning in your game, this is worth no bonus hero points.

Unrestrained

Total HrP reduction: None or -1.

Effect: This restriction can only be applied to activated powers. Some trigger causes your power to go off without your control, and the cost reduction of this restriction depends on the severity of the power and the commonality of the trigger.

If the power is destructive or dangerous (such as an energy blast), this restriction reduces the cost by a base of 1. If the power is simply inconvenient (such as shapechanging, teleportation, or entangling an area), the base reduction is 0. Increase these cost reductions by 1 if the trigger is uncommon or common. If the trigger is either very common or extremely rare, this restriction is worth nothing. Similarly, if the power has no real drawbacks (such as, you heal yourself when the trigger goes off), it is of course not worth any cost reduction.

Special: This restriction is just a variation on the Always Active restriction, above.

Item and Circumstance Rarities

The Circumstance Injury and Circumstance Suppression restrictions provide Hero Point cost discounts based on the overall commonality of the circumstance involved. Similarly, the Invulnerability power is cheaper if you are vulnerable to

certain types of items or during particular circumstances. Use the following lists, and a little bit of common sense, to determine what rarity a particular item or circumstance is.

Very Common: Events such as 'You are alive,' or 'You are in gravity.' Very common items include the most general groups, such as gasses, liquids, and solids. Being in physical contact with a very common item is considered a very common circumstance.

Common: Events such as 'You are at less than full health,' 'You are awake,' or 'You are indoors.' Common items include water, dirt, sunlight, wood, and metal. Being in physical contact with a common item is considered a common circumstance.

Uncommon: Uncommon circumstances include events such as 'No one can see you,' 'You are asleep,' 'You are angry,' or 'You are very wet.' Uncommon items include rainfall, cold iron, moonlight, blood, oaken wood, and magic items with an enhancement bonus of +1. For the purposes of the invulnerability power, magic items are always at least Uncommon. Being in physical contact with an uncommon item is considered an uncommon circumstance.

Rare: Rare circumstances include events such as 'You are naked,' 'You are at full health,' or 'You are under a full moon.' Rare items include holy water, pure gold, total shadows, ink, diamonds, items of a specific color (e.g. yellow items), and magic items with an enhancement bonus of +2. Being in physical contact with a rare item is considered a rare circumstance.

Very Rare: Very rare circumstances include events such as 'You are buried in dirt,' 'You have just died,' or 'You have not spoken for a year.' Very rare items include holy relics, blessed crossbow bolts, uranium, andromedite, tears of great sorrow, items of a specific color and a specific type (e.g., yellow paper), and magic items with an enhancement bonus of +3. Being in physical contact with a very rare item is considered a very rare circumstance. If you have an alternate form that you can assume as an attack action, for the purposes of the Circumstance Suppression restriction, it is a very rare circumstance for you not to have access to that form. For example, if a hero only has Super Strength while in an alternate form, it is 'very rare' that he will not have Super Strength. Thus it would be worth a 1 HrP cost reduction.

Extremely Rare: Extremely rare circumstances are so rare as to be worthless as restrictions. They include events such as 'You are coated in melted chocolate,' 'You are carrying a dead dog,' or 'Someone just ripped all your internal organs out.' Extremely rare items include things like horses with five legs, arrows blessed by the god of ice cream cones, or Scottish tartan with a specific color and pattern. Magic items with an enhancement bonus of +4 or higher fall into this category. Being in physical contact with an extremely rare item is considered an extremely rare circumstance.

Item Distance and Relative Rarity:

The above entries state that being in contact with an object of a given rarity is equal to a circumstance of that same rarity. If you merely have to be near such an item, however, the circumstance is more common. The exception is for extremely rare items; a proximity does not change the effective rarity, since touching a five-legged horse is only slightly rarer than being within a mile of one.

If you only have to be within 25 feet of an item, increase the circumstance to the next most common rating. For example, normally uranium is a very rare item, but if it affects you whenever you're within 25 feet of it, this functions as a rare circumstance.

If you only have to be within 400 feet of an item, increase the circumstance to the rating two levels more common. Magic items are generally uncommon, but if you only have to be within 400 feet of a magic item for your power to be affected, treat it as a very common circumstance.

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